A NEWSFIELD PUBLICATION
No. 50 JUNE 1989
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ZZAP! C64 AMIGA

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COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if somethi untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.

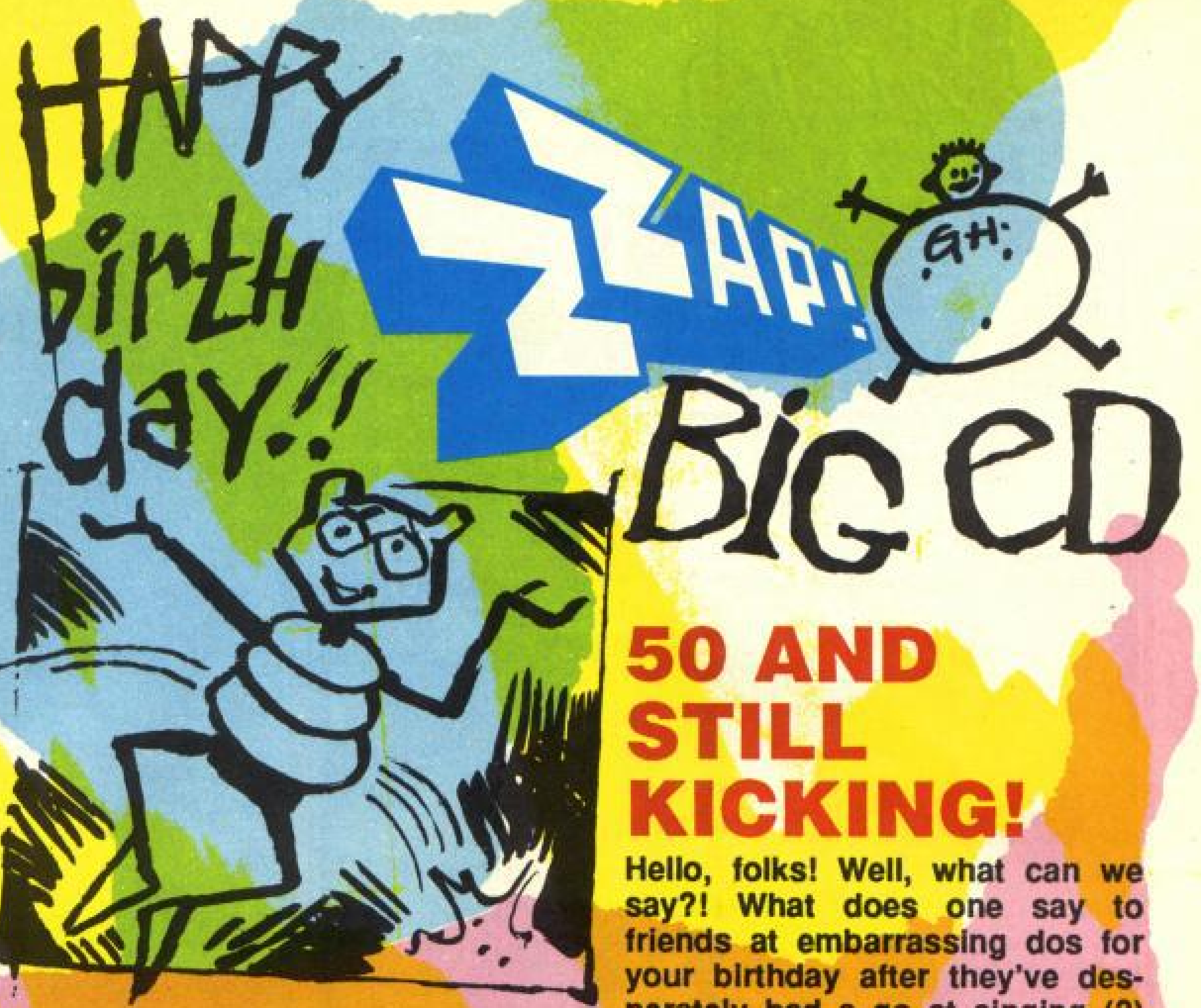
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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION









GOOD GAMES

GAMES REVIEWED

50 AND STILL KICKING!

Hello, folks! Well, what can we say?! What does one say to friends at embarrassing dos for your birthday after they've desperately had a go at singing (?) the called for ditty, you"ve blown out the candles, gasped for air and made your wish? The obvious thing is — to belch! All that food and DRINK...

Well, Chuck vomited, of course, and Ken burbled bubbles from his specially laid-on bowl of champers. Us humans decided to play it cool. Avoiding that eternal prattler Rockford and his bouncy sidekick Thingy, we got to work on the next fifty Zzaps, so there!

Why? Cos it's you lot reading this with your fish (ouch) and chips who've made Zzap what it is. Yes, folks, the most riveting, authoritative and occasionally silly, but always world-shattering mag for Commodore — and now Amiga — games ever. And we want you to carry on voting for us with your hard earned pennies!

So we're racking our combined brains for great and fab stuff to fill your months ahead with — should be easy peasy with all the great games coming up for our fave computers!

In the meantime you can all go spare trying to beat the hell out of our birthday Megatape game *Zig Zag* and drool over *Phobia* to come — all to Martin Walker's music. A reet birthday treat, as our Randy Paul would say.

Birthday drivel over, thanks a lot and now start reading...

THE ZZAP TEAM (all and sundry creatures included)





the WORD



BARD'S TALE GOING CHEEP!

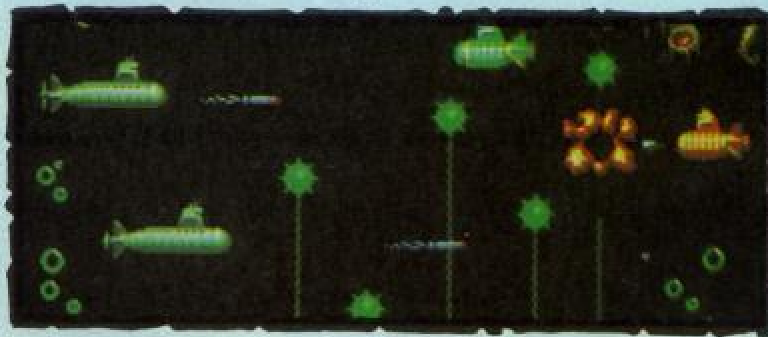
Electronic Arts have announced the launch of *The Software Classics*, a new budget arm dealing exclusively with EA past masters.

At a totally spondicious price of £2.99/£6.99 (C64 cassette/disk) and £9.99 on the Amiga, all gamers now have access to a huge range of some of the USA's most innovative titles, including *Marble Madness*, *The Archon Collection* and the game that started the RPG ball rolling, *The Bard's Tale*, without worrying about where to get those folding brownies (ten quid notes to you) from.

WHERE'S THE (BLOOD) MONEY?

From the team that brought you *Menace* (which I didn't think much of, but there you go), Psygnosis are ready to unleash their latest graphic spectacular onto an eager Amiga-owning public.

Blood Money is being plugged as the company's most ambitious project to date, boasting over a megabyte of 'bit-mapped graphics in stunning colours', 400K of sampled sound, and some gameplay stuffed inbetween, somewhere. Sound impressive to you? It'll cost £29.95, and there'll be a review next ish.



ECTO AND ENDO MORPH



POCKET PROGRAMMER PROFILE: GAVIN RAEBURN

Phwoooooar! Eh, viewers? Bananas! Doncha just lurvve them? Course you do and so does Gavin Raeburn. Who just happens to be Code Masters' new wizzo Commodore programmer and he's just written RALLY CROSS, which is absolutely brill – and what a jolly wag of a lad he is. The Word accosted him in a dark alley and told him to spill the beans.

WHEN DID YOU START PROGRAMMING? Ooooh, about three years ago on a Spectrum – that's where I learnt machine code.

THAT WAS A PRETTY STUPID CHOICE: Er yes. I thought the Spectrum would be dead in a year or so, so I switched to the Commodore 64 and learnt 6502 code which was a lot easier.

WHAT WAS YOUR FIRST GAME?: It was on the Commodore and published by the now-dead Power House budget label; but I'm not telling you what it was – it was dreadful!

OKAY, SO WHAT YOUR FIRST GAME WHICH YOU ARE PREPARED TO ADMIT TO: EQUALISER. Yeah, that was an improvement. I went onto write GUN RUNNER, THUNDERBOLT, LASER FORCE, GOTHIK, POLTERGEIST and then SKATEBOARD for Code Masters. All my games are original, and I don't draw on anything for inspiration – like arcade machines.

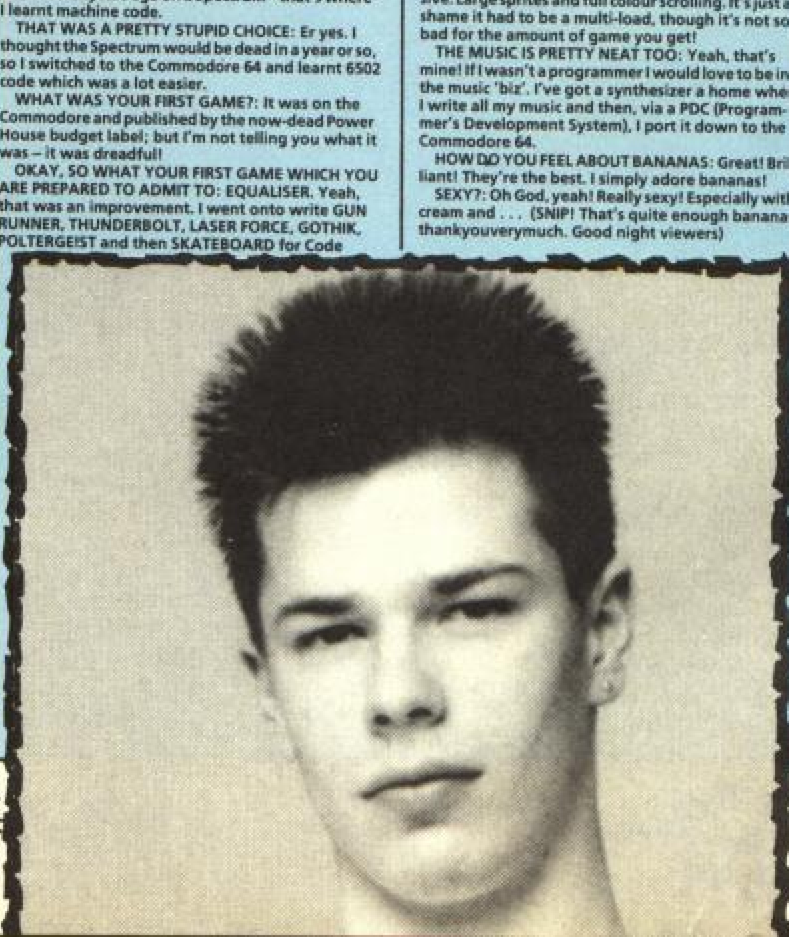
ARE YOU PLEASED WITH RALLY CROSS?: Yes. Very pleased. It took a lot of work – roughly five months in all, which is a long time for a budget title – but yeah, it's a great game.

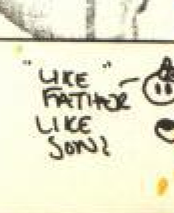
WHAT'S THE BEST THING, FOR YOU, ABOUT RALLY CROSS?: Probably the animation, it's really impressive. Large sprites and full colour scrolling. It's just a shame it had to be a multi-load, though it's not so bad for the amount of game you get!

THE MUSIC IS PRETTY NEAT TOO: Yeah, that's mine! If I wasn't a programmer I would love to be in the music 'biz'. I've got a synthesizer a home where I write all my music and then, via a PDC (Programmer's Development System), I port it down to the Commodore 64.

HOW DO YOU FEEL ABOUT BANANAS: Great! Brilliant! They're the best. I simply adore bananas!

SEXY?: Oh God, yeah! Really sexy! Especially with cream and . . . (SNIP! That's quite enough bananas thankyouverymuch. Good night viewers)







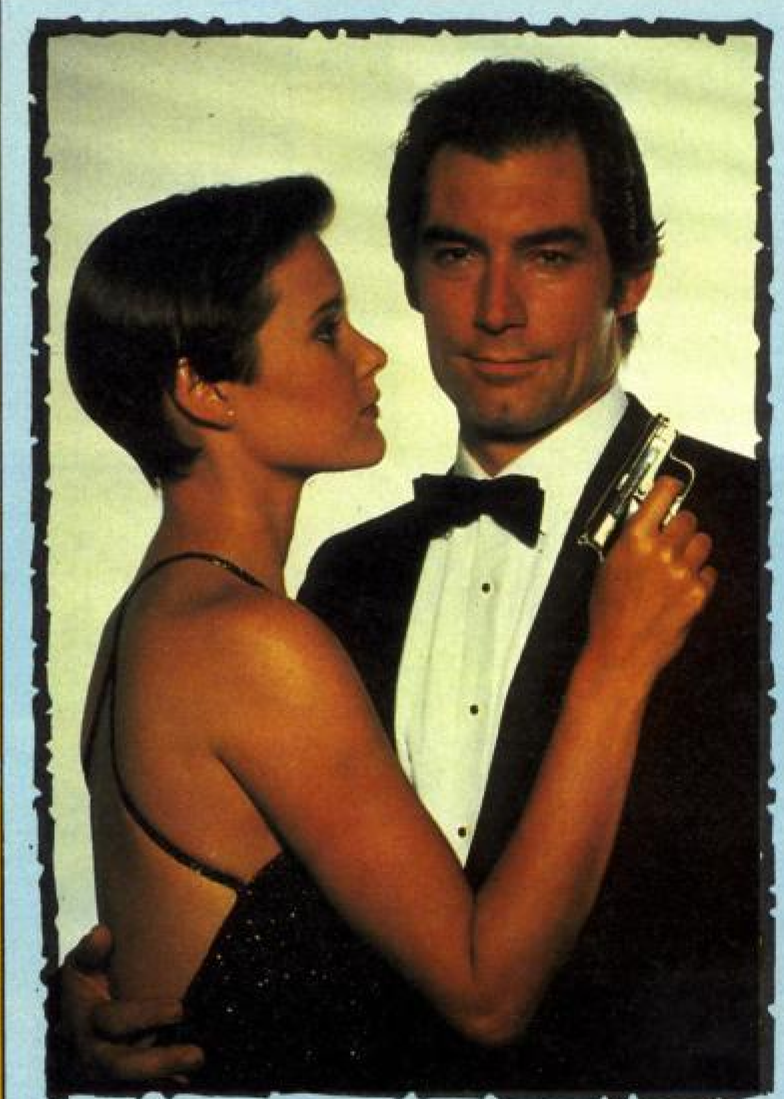
XENON II – THE SECRET'S OUT!

Who saw the BBC2 programme *Signals* a month or two back? You know, the one about computer games? Did you see the 'secret project' previewed by the Bitmap Brothers? Well, it's a secret no longer! It's the sequel to the absolutely brilliant Amiga (and so-so C64) title, *Xenon*!

Xenon II – Megablast is reputed to be some 50% bigger than the original, with three layer parallax scrolling and a supposedly fab *Bomb The Bass* remixed soundtrack. Amiga first, 64 later, sounds like a good'un.

But it's not all rehashes down at ImageWorks, they do actually rattle out the odd original title, you know. One of them is called *Palladin, Lord of the Dancing Braves*, and besides being a particularly long name, it's all about wizards and knights and stuff like that (even though it sounds like a cowboys and indians type thing). That one will receive its first showing on the Amiga (as yet no 64 version is planned) and you'll be able to get hold of it when the weather is a bit hotter.





MORE GAMES THAN 007 HAS ACTORS!

'Bond – His bad side is a dangerous place to be . . . ' Or so the PR people down at Domark would have us believe. Personally, I thought he was a rather nice chap. Anyway, that's beside the point.

The Dom–Marks are releasing a new game, based once again on the shaken (but not stirred) 007. *License to Kill* is the name of the game of the film (previously known as *License Revoked* until someone decided it didn't sound trendy enough), and it'll be out next month for both the C64 and Amiga.



C64 TALES UNTANGLED!

Ever wanted to be engulfed in some 'dark and heavy' gameplay? That's what the Microprose/Origin partnership promises with *Tangled Tales*, their latest fantasy role – playing adventure, for the C64.

Subtitled *The Misadventures of a Wizard's Apprentice* (don't ask me why, though), *Tangled Tales* offers an alternative look at the traditional computer FRP game – wit and humour, with tongue planted firmly in cheek.

Featuring icon control, 'state of the art' graphics and oodles more as well, *Tangled Tales* is expected in May sometime.



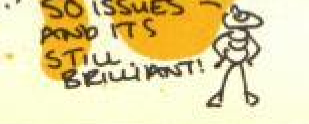
FAB 3D ARTRONIC GEAR, LIKE

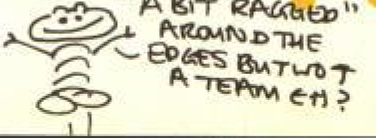
You too can produce amazing 3D ray traced animation on your Amiga, thanx to Artronic Systems' brand spanking new package, *C – Light*.

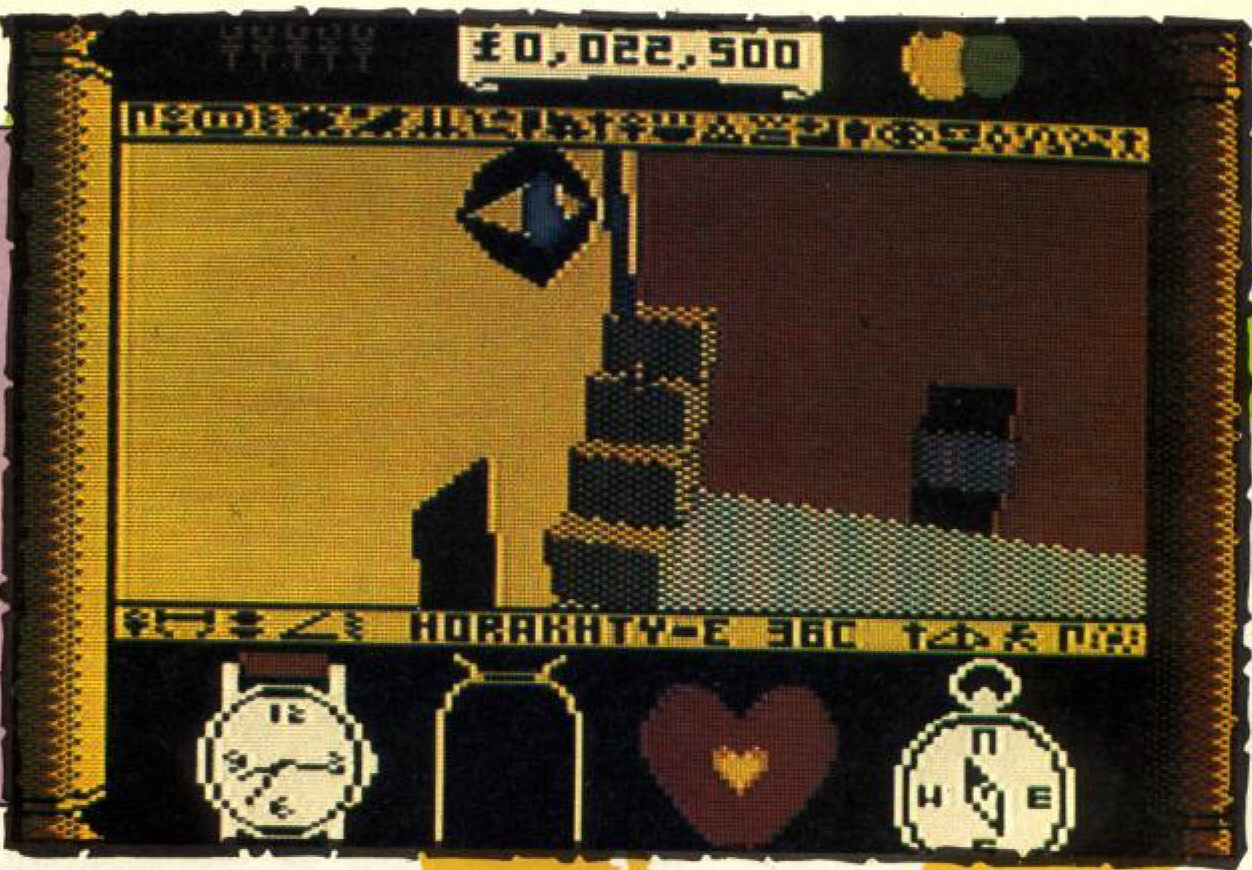
For £49.95 you get shadowing, multiple light sources, mirror surfaces, telephoto and fisheye lens simulation (the latter in conjunction with our own late but great piscine pal, Ken D Fish (RIP)) and lots more technical gadgis besides.

Interested? It should be out in a matter of mere nanoseconds, just for you, ladies and gentlemen. And fish.









TOTAL MAIL ORDER II

Now here's a clever way to get people to do something they wouldn't normally dream of. Incentive have joined forces with the WH Smiths' mail order arm, The Home Computer Club, to release the fourth Freescape epic – *Total Eclipse II*.

Available exclusively to members of the club, *TE II* is being offered in a special edition package with the prequel at a special price of £11.20. Make of that what you will. Hmmm.

The rest of us mere mortals, however, can pick up a copy of *GAC Plus* anywhere we so desire. £29.95 (or £10 to existing *GAC* owners) gives access to the new improved version, whose biggest advantage is the addition of disk access. So now you can make really, utterly, terribly big games. Oooh.



A500 DUNGEON MASTERLESS!

Do you want to hear the good news or the bad news? Well the good news is that Official Secrets have released the *Dungeon Master Handbook*. At a price of £1.50, it should prove an invaluable aid to those of you having problems getting through this outstanding 3D experience, containing maps, level–by–level guide notes, and similar super goodies.

Now the bad news. If you don't have the 1 meg upgrade for your Amiga 500 and are itching to play the revised version of *Dungeon Master*, forget it. FTL, in their infinite wisdom, have decided that they didn't like the way that the programming was turning out, so they scrapped the whole project. So now you've got the best reason in the world to get off your bum and buy the expansion pack, haven't you.

KNIGHTMARES IN SPACE FROM BSB!

British Satellite Broadcasting, the satellite TV company, have commisioned Broadsword, creators of the first 'living computer game', *Knightmare*, to come up with a new project for the airwaves.

***The Satellite Game* is reputed to blast its forefather off the face of the earth as far as technology is concerned, blending robotics, video walls and 3D computer animation with live action. In the game, teams of three youngsters have to pilot a Space Shuttle to the satellite Enigma, and attempt to defuse a bomb threatening to destroy the station, using a robot called Larry. 'Luckily we will have a plentiful supply of Larrys' says the game's creator, Tim Child.**

Currently under production at the Anglia Television studios in Norwich, *The Satellite Game* should be available to BSB subscribers by as early as January 1990.

NEW TITLES FROM THE GARLIC-MASTERS!

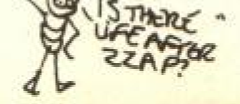
Three reputedly innovative new titles are currently in production across the water, from those Gallic guys at Infogrames.

Murder In Venice, produced in conjunction with Cobrasoft, puts you in the dirty mac of a private detective, in a desperate hunt for a terrorist plotting to destroy the gondola – rich city. Due to storm the shelves in June, *Murder In Venice* is looking pretty hot at present.

Also under development are *Tintin on the Moon* and *Quest For The Timebird*. Licensed from the animated feature film, we saw a very early version of *Tintin*, but if the game is half as good as the intro Infogrames could be sitting on a winner. *Quest For The Songbird* is based on the little known comic, and while we only got to check out a French language ST version, the game looked interesting, similar in style to *Passengers on the Wind* but with much more interaction.

As yet, no release dates have been set for the latter two titles, but we'll keep you posted on any developments as and when we receive them.





The Chartz

Gamestop20

1. Last Ninja 2
2. Armalyte
3. Microprose Soccer
4. Hawkeye
5. Robocop
6. Barbarian 2
7. Bubble Bobble
8. Operation Wolf
9. Great Giana Sisters
10. Cybernoid 2
11. Emlyn Hughes Int Soccer
12. LED Storm
13. Wizball
14. Buggy Boy
15. Bombuzal
16. Batman
17. Platoon
18. Target Renegade
19. PacLand
20. Project Stealth Fighter

Amigatop10

1. Elite
2. Rocket Ranger
3. Speedball
4. Starglider 2
5. Pacmania
6. Operation Wolf
7. Buggy Boy
8. TV Sports Football
9. Sword of Sodan
10. Bombuzal

Coin-Optop5

1. Double Dragon
2. Operation Wolf
3. Robocop
4. R-Type
5. Blasteroids

Top 10 Kati Hamza phrazes (to be read aloud)

1. Striiiiiáaaarghnnaghh!!
2. Hhhhnnnnnyaaaagh!
3. Waaaaaaaaaagh!
4. Splaaaaaaaagh!
5. Oooooooohhhh-yaaaaaaaa!
6. Crrrrnnnnnyaaaagh!!
7. Bleeeeeurggghhh!
8. Yeeeeeeeee-uuuuuukkkk!!
9. Hhhhhhhhhhnnnn!
10. Speeee-uuuuu-eeeeee!!

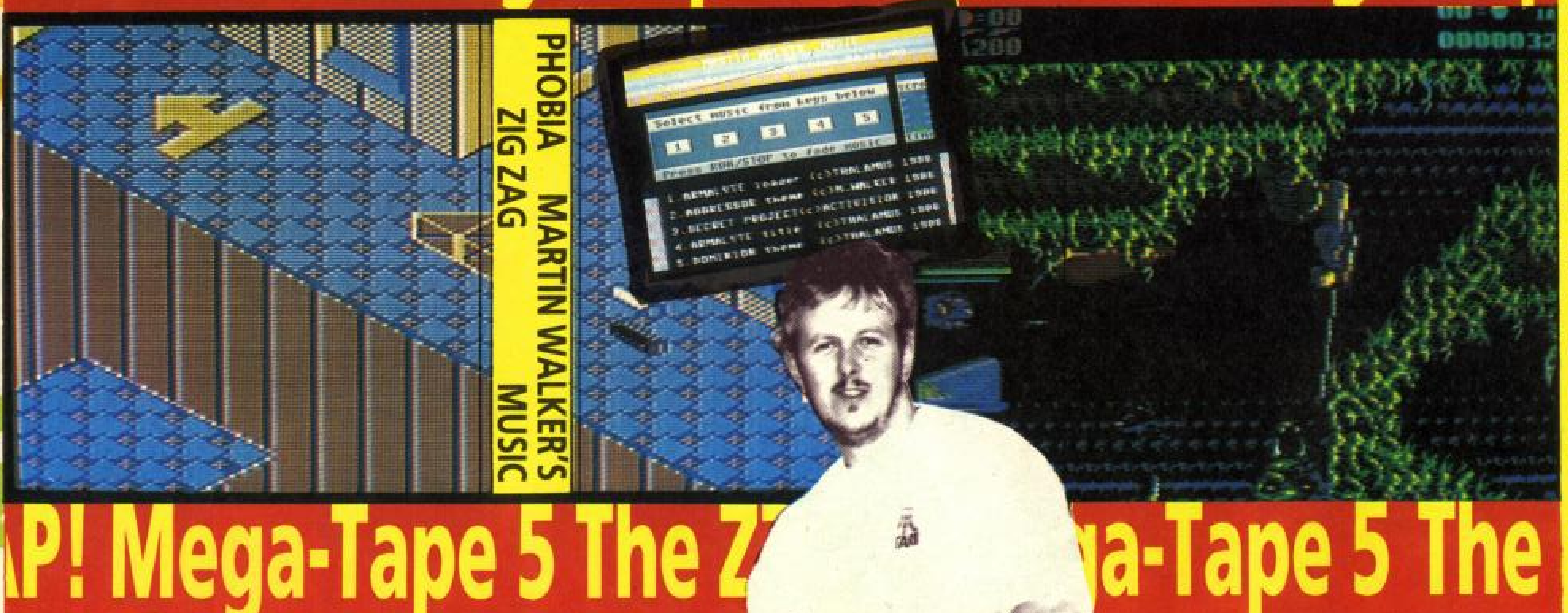
from Stuart 'Hnyyaagh! Waaah' Scattergood. Ta, chuck.

The Milky Bars are on us and the chart voting forms are written by YOU. D'ya wanna winna £40 of software? And d'ya wanna stoppa ussa sayinga silly thingsa? Send 'em in, then, to the usual address: **ZZAP! Charts, ZZAP!, PO Box 10, Ludlow, Shropshire.** Teraa now.

The ZZAP! Mega-Tape 5

Yes, folks, it's that funky ZZAP! mega-tape time again, when we give you the low down on the latest product (coming soon from Mirrorsoft – PHOBIA), and a free ZZAP! Sizzler on the other side. Well, seeing as it's the Anniversary Issue, we thought we may as well throw in an extra demo to boot – and that's why we've included a five-track sample of Martin Walker's musiutility. Good, eh? If you want to know more, read on . . .

The ZZAP! Mega-Tape 5 The ZZAP! Mega-Tap



P! Mega-Tape 5 The Z a-Tape 5 The

Loading and playing ZIG ZAG.

Okeydokey. You cannot play this game properly unless your name is Jim Bowen. To ensure you achieve this successfully, shout SUPER, SMASHING, YOU'VE HAD A NICE DAY WITH US, GREAT, LOVELY, KEEP OUT OF THE BLACK AND INTO THE RED, YOU GET NOTHING IN THIS GAME FOR TWO IN A BED, SUPER. Feeling better? Now stick on your cassette and press SHIFT and RUN STOP, then PLAY. Super.

OK, you're training in the Matrix of Zog and need to find all 8 crystals or else all your hair falls out and everybody laughs at you and never ever speaks to you again 'cos you smell. Manoeuvre your craft through all the timelocks, traps and deflektors, to get them. And don't forget the odd trip to the shops. Keys as follows:

f1 - input code
f3 - toggle music/sound effects
f5 - reverse joystick/normal
f7 - brain teaser/zapper (cheat)

Joystick in port 2. Press space bar to select extra powers. Press fire to use.

Loading and playing PHOBIA

Dead easy this. Just load it in in the usual way, grab hold of your joystick and press the fire button A LOT. That's the way of turkey escalopes, Morris.

Loading THE MUSIC DEMO

Yeeha! To listen to the Axeman's very own demo, follow the normal loading procedure. Press keys 1-5 to access the different bits. And very topical it is too.

BRINGING HOME THE CHALLENGE OF THE ARCADE



Atari ST	Amstrad	CBM 64/128	IBM PC	Spectrum 48/128K	CBM Amiga
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GIANTS OF THE VIDEO GAMES INDUSTRY

Screen shots from Atari ST version.

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LAST DUEL™ The golden tribe of BACULA have over run the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved Princess.









BLIMEY! IT'S A BIG WAVE OF ME TIPS!

Isn't it great? Summer's on the way! Yahoo! I don't care if it's still cold and raining, I'm going to enjoy meself so it's out with the surfboard and off to the beach leaving a tips special for you readers. Yes folks! Here it is! Not one, not two, not even ten pages of tips: this month there's SIXTEEN pages of maps and tips for you. Bet you're all well impressed, eh? No? Well tough 'cause that's what you've got.

So, what can you look forward to? Well, there's maps and solutions for the first half of Zak McKracken (to be continued next month) and Pandora and tips for R-Type, Cybernoid II and Neuromancer. Right – I'm off for a spot of Summer activity – where's them breakers? *Surfin' Yew Ess Aaaayyyyy!* Yeeeha! Splash.

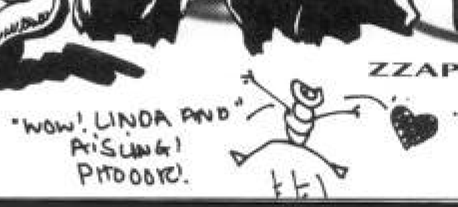
PULSE WARRIOR (Mastertronic)

Oh Gawd! Looks like we can't get away from him! It's that Breaker burger again! Oh well, so long as they work . . . This time it's for that weird Mastertronic game. All you have to do is load the game and reset the 64; then type POKE 9316,240 (RETURN) for infinite lives and disabled collision detection. Type SYS 2051 (RETURN) to return to the game.

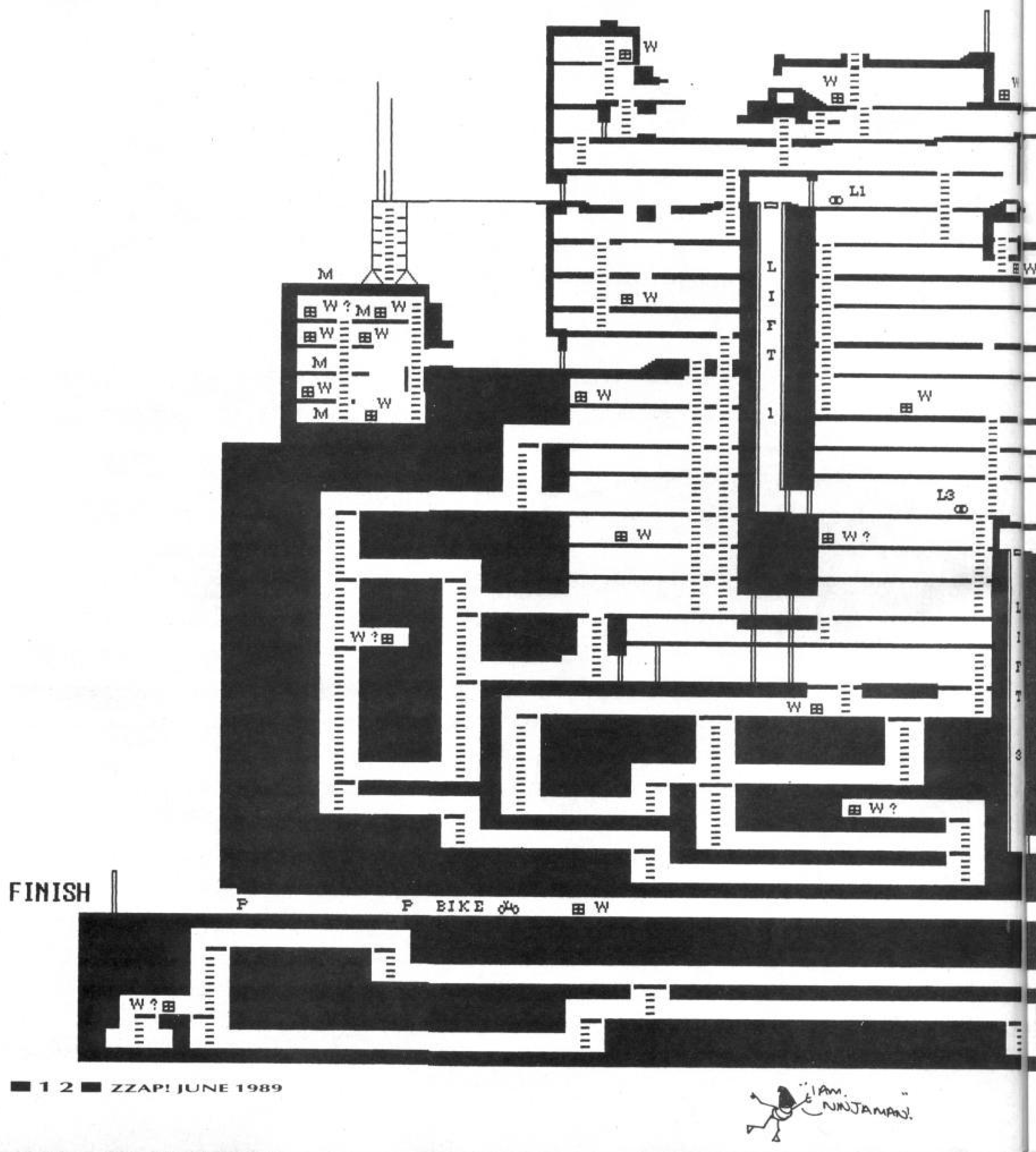


ROBOCOP (Ocean)

After all the 'wobble the joystick about' cheats here is the proper 64 cheat mode for the game from Sean Reece in County Durham. On the first section of the game wait until the high score is flashing and then enter SUEDEHEAD (with no space). The next level should load in without you having to complete the first section: much easier than attacking all them thugs. For the second load the codeword is DISAPPOINTED: this should load up the last section.



SABOTEUR


W
W
L1
M
W ? M W
W W
M
W W
M W
LIFT 1
W
W
W
L3
W
W ?
W ?
W
W ?
FINISH
P
P BIKE
W
W ?
I AM NINJAMAN.

KEY

⊞ CRATES

- W WEAPON
- ? TAPE

CONTROLS

- L1 LIFT #1
- L2 LIFT #2
- L3 LIFT #3
- F FENCE
- R ROCKET

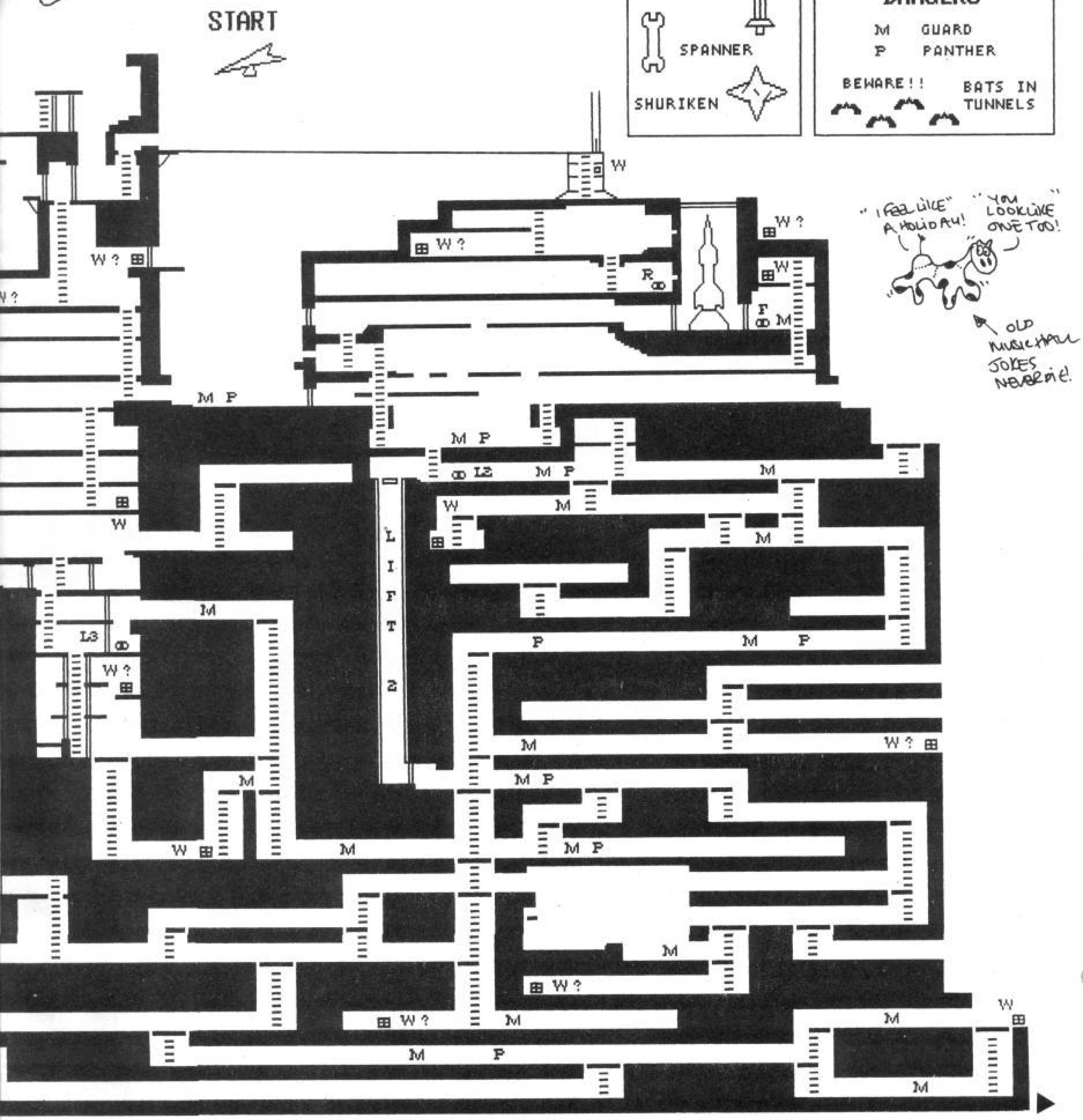
WEAPONS

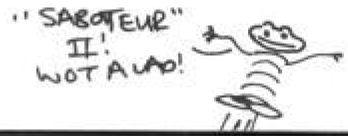
- SWORD
- SPANNER
- SHURIKEN

DANGERS

- M GUARD
- P PANTHER

BEWARE!! BATS IN TUNNELS





R-TYPE (Electric Dreams)

You wouldn't believe the trouble I had getting something for this. Four listings there were and only one of them that works on our 64. Type in the listing below and RUN it for infinite lives and disabled collision detection. Thanks to Ole Andreas Grydtal for rescuing my sanity!

```
10 FOR I=384 TO 412:READ A: POKE I,A:NEXT
20 SYS 384
30 DATA 32,86,245,169,144,141,110,8,169
40 DATA 1,141,111,8,76,14,8,169,173,141,157,50
50 DATA 169,96,141,156,49,76,18,8
```

If you don't want the collision detection disabled then change line 50 to the following . . .

```
50 DATA 169,173,141,156,49,76,1,18,8
```

ELITE (Firebird)

Here are a few more code changes for the Amiga cheat in Issue 47, this time sent in by Matthew Ember from Ruislip. To get a mission, enter the cheat screen and change the following values . . .

Change A3 to 01
Change 9D to the required mission number –
01 Seek and destroy Constrictor
02 Deliver Thargoid documents
03 Rescue refugees from supernova
04 Destroy Cougar
05 Destroy Thargoid space station

Then hyperspace to a different planet and dock with the space station. You should now be given a mission to fly.

And if that's not enough for you here are some other changes that could be useful . . .

Change 18 to FF for loads of credits
Change 12 and 13 to any value (00-FF) to create a new galaxy
Change 91 to 00 for clean legal status
Change 1F to 46 for seven lightyears of fuel
Change 31 to 0C for a Naval energy unit
Change 98 to FF loads of combat points

Sometimes, you may find it necessary to leap from one side of a galaxy to the other in order to complete a misson. Usually this takes a whole load of flying, docking, refuelling and so on, but Starray, of the Mechanical Minds (?!), has found a way to save time. Using his method he managed to span more than 80 light years in two jumps!

First of all buy some fuel and launch from the station. Go to the local cluster chart by pressing f6 and choose a planet that lies within the fuel range as normal. Press H to hyperspace and the cursor will disappear, but you can still control it even though you can't see it. Now move the cursor to a planet outside the range and press F6 to get the local chart for that planet. But remember you've only got ten seconds until the countdown finishes so you have to be quick. This should cause the jump to move to the selected planet, well outside the 7.2 light year range.

ARKANOID: REVENGE OF DOH (Imagine)

No tips special would be complete without a few throwaway tips that you wouldn't normally see, would it? Here is one sent in by Bryan Gibson from Dumfries. Stick the Revenge of Doh disk in your Amiga and hold down the left button. Keep the button held while the game loads and the title screen for Robocop should appear. Well, someone might be interested.

RAMBO III (Ocean)

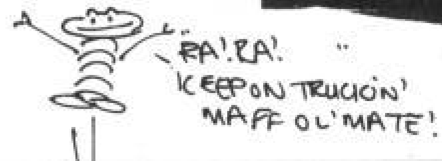
Here's a listing from the very loony Simon Louatt (believe me, he is completely out of his tree). It stops the trapdoors and mines from killing you, gives infinite energy on parts One and Two and makes you invincible on level Three. Simply type it in, RUN it, load the game and you're away.

```
1 FOR X=325 TO 414:READ Y:C=C+:POKE
X,Y:NEXT
2 IF C=9312 THEN POKE 157,128:SYS 325
3 PRINT "DATA ERROR!"
4 DATA 32,86,245,169,32,141,84,3,169,91,141,85,3
5 DATA 169,1,141,86,3,96,72,77,80,72,169,107,141
6 DATA 89,1,169,1,141,90,1,104,173,32,208,96,169
7 DATA 128,141,135,15,169,1,141,136,15,32,143,1,169
8 DATA 76,141,156,1,76,0,4,173,183,149,201,81,240
9 DATA 8,169,173,141,91,31,76,75,16,169,96,141,234
10 DATA 149,141,182,149,169,173,141,76,49,96,75,16
```

CYBERNOID II (Hewson)

'What's this?' I hear you cry, 'A 64 CYBERNOID listing? What about the cheat mode?' Yes, that's true, but this listing gives infinite lives AND the ability to start on any of the four levels. Simply replace the Z in line 10 with the level number (0-3) you wish to start on. Thanks to Breaker ('im again), who let slip his real name but asked me not to tell. Alright then my son . . . what's it worth eh?

```
0 REM CYBERNOID II CHEAT BY THE BREAKER
10 FOR I=272 TO 316:READ A:POKE
I,A:NEXT:POKE 310,Z:SYS 272
20 DATA 32,86,245,169,30,141,187,4,169,1,
141,188,4,96,169,76
30 DATA 141,24,2,169,48,141,25,2,169,1,141,
26,2,76,0,2
40 DATA 169,165,141,237,78,169,0,141,227,7,
108,252,255
```







CARRIER COMMAND (Rainbird)

I put the cheat mode for this fab Amiga game in the last issue, but if you're still confused about playing this slick combat-strategy thingy then these tips from Jamie White in Sheffield could be useful.

First of all select Action and capture Thermopylae: you should have some prior knowledge of the game to manage this! Next set your carrier's course for Terminus but don't set off. Get your damage priorities, fuel and weapons set first to pass time; after about six or seven minutes click the Autopilot icon and watch the journey from the map. If you get about halfway and nothing has happened slow down so that you are only just moving. If the computer attacks Terminus speed up, but if it looks like the computer isn't going to attack then abort and start again.

Once the island is in sight, fly a manta towards it and find the enemy carrier's position. Crash the manta and drive the carrier manually towards the enemy. If you see an enemy plane stop and shoot it down with Epsilon's lasers.

Put four drones out in front of the carrier and very slowly advance towards the enemy carrier. Omega will turn round and shoot missiles at you one at a time. Shoot these down with lasers, making sure that they don't overheat. As soon as Omega gets in range blast it repeatedly and the carrier will explode, leaving you to conquer islands in peace.

Oh, and remember to save your position every time you capture an island – just in case!

SILKWORM (Sales Curve)

Here's a little cheat that we found useful for the Amiga version of this Sizzling shoot 'em up. It may not work on the version in the shops, but it's worth a try. Hold down the Help key and press fire to start. You should now have infinite lives and if you press 1-0 you can select levels one to ten. Woo!

TIGER MISSION (Kele Line)

Any of you out there having trouble playing this diappointing Tiger-Heli clone? You are? Then fret no more! Help is on the way from Dennis Hansen in Denmark. Load the game and wait for the title screen to appear. When it does press L,I,K,R,Q,2 and the Commodore key to enter the cheat mode.

MEGA APOCALYPSE (Martech)

Keon Smedts says that he 'slaved through some hard protected code' to get these POKEs. Sounds a bit painful to me, so I thought I'd better put them in. Load up the game and reset the machine. Then type in the following pokes . . .

POKE 32417,173 (RETURN) POKE 32509,173 (RETURN) for infinite lives
POKE 26070,12 (RETURN) POKE 32898,234 (RETURN) POKE 32903,234 (RETURN) to speed up your ship
SYS 22562 restarts the game.

BATTLE ISLAND (Novagen)

Here we are again with the Breaker sending in some 64 pokes, this time for Novagen's rather disappointing Commando lookalike. Load up the game and reset the machine. Then type in the following POKEs . . .
POKE 50228,173 (RETURN) gives infinite lives
POKE 64090,173 (RETURN) gives infinite bombs
Type SYS 24064 to start the game.
But if you're one of those people who doesn't have the gear to reset your 64, here is a listing which has the same effect. Type in and RUN the listing. Place your Battle Island tape in the datasette and type LOAD (NOT shift and runstop). When the message FOUND BATTLE ISLAND appears press the spacebar and wait for the cursor to appear. When it does enter SYS 272 (RETURN). The game should now load with infinite lives and infinite bombs.

```
0 REM BATTLE ISLAND CHEAT BY THE BREAKER
10 FOR I=272 TO 343:READ A:POKE I,A:
NEXT:NEW
20 DATA32,129,255,141,4,212,169,35,141,236,3,169
30 DATA 1,141,237,3,76,13,8,169,64
40 DATA141,133,239,169,1,141,134,239,169,4,141,127
50 DATA 239,169,3,141,126,239,169
60 DATA19,141,125,239,32,0,224,96,169,77,141,139
70 DATA 10,169,1,141,140,10,76,0,10
80 DATA 169,173,141,52,196,141,90,250,76,0,94
```

MORPHEUS (Rainbird)

A lot of people didn't like this at all, but I thought it was really good. Maybe not worth fifteen quid, but there you go. Anyway if you're having trouble with this slick shoot 'em up then maybe this listing from Martin Turner from Coventry will be helpful. Type it in, SAVE it for future use, then RUN it and follow the prompts.

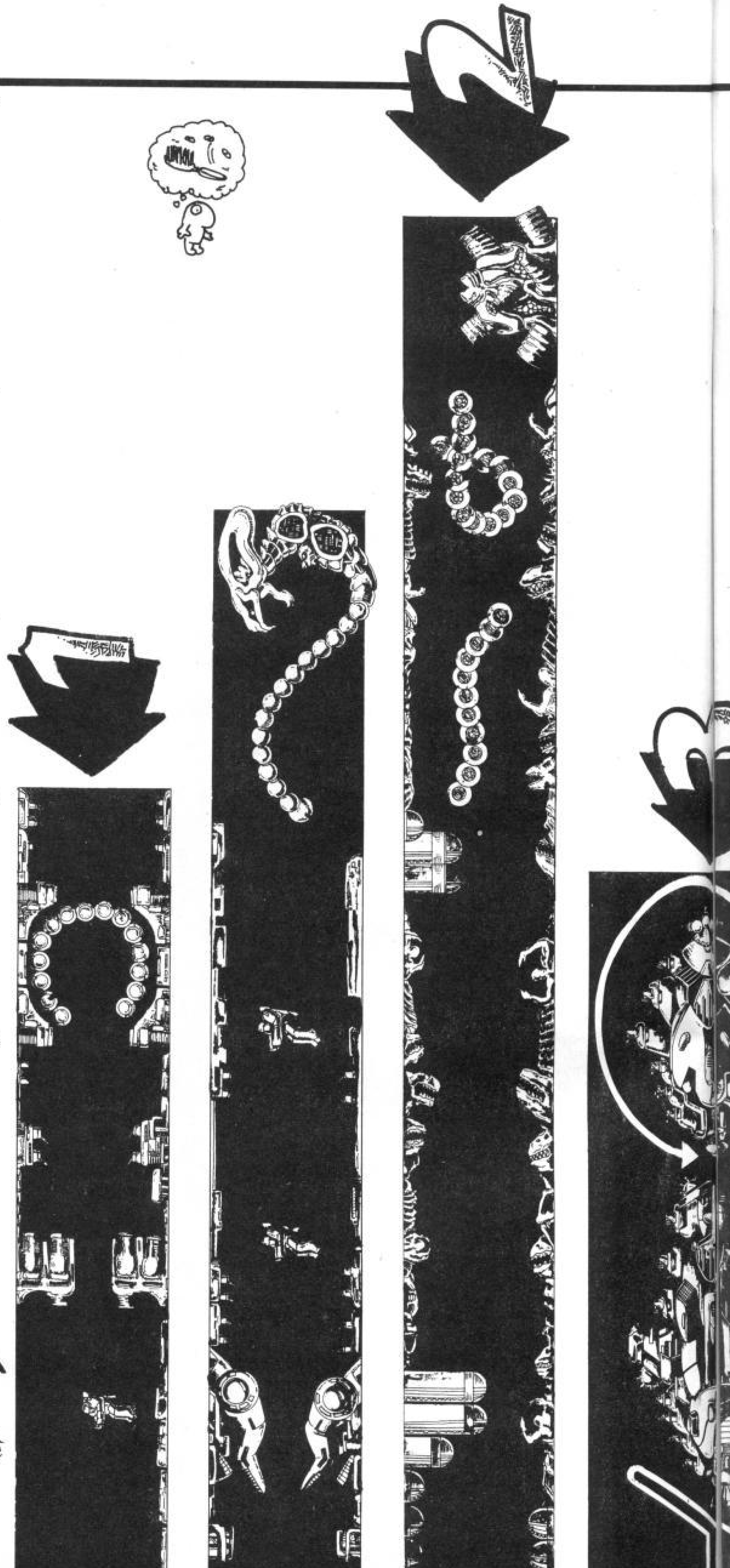
```
10 PRINT CHR$(147):REM MORPHEUS CHEAT
15 FOR A=1024 TO 1089:READ B:POKE
A,B:C=C+B:NEXT
20 IF C<>6164 THEN PRINT CHR$(147);"DATA
ERROR, CHECK AND CORRECT!":END
25 PRINT CHR$(17);CHR$(17);"INSERT MORPHEUS
TAPE";
30 POKE 157,128
35 SYS 1024
40 DATA 32,86,245,169,32,141
45 DATA 117,3,169,21,141,118,3,169,4
50 DATA 141,119,3,76,167,2,169,35,141
55 DATA 143,8,169,4,141,144,8
60 DATA 173,8,169,48,141,91,8
65 DATA 169,4,141,92,8,76,16,8,169,0
70 DATA 141,48,15,169,173,141,122,66,169
80 DATA 28,141,219,70,76,16,8
```

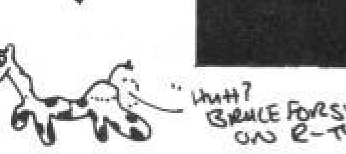
HOPPING MAD (Elite)

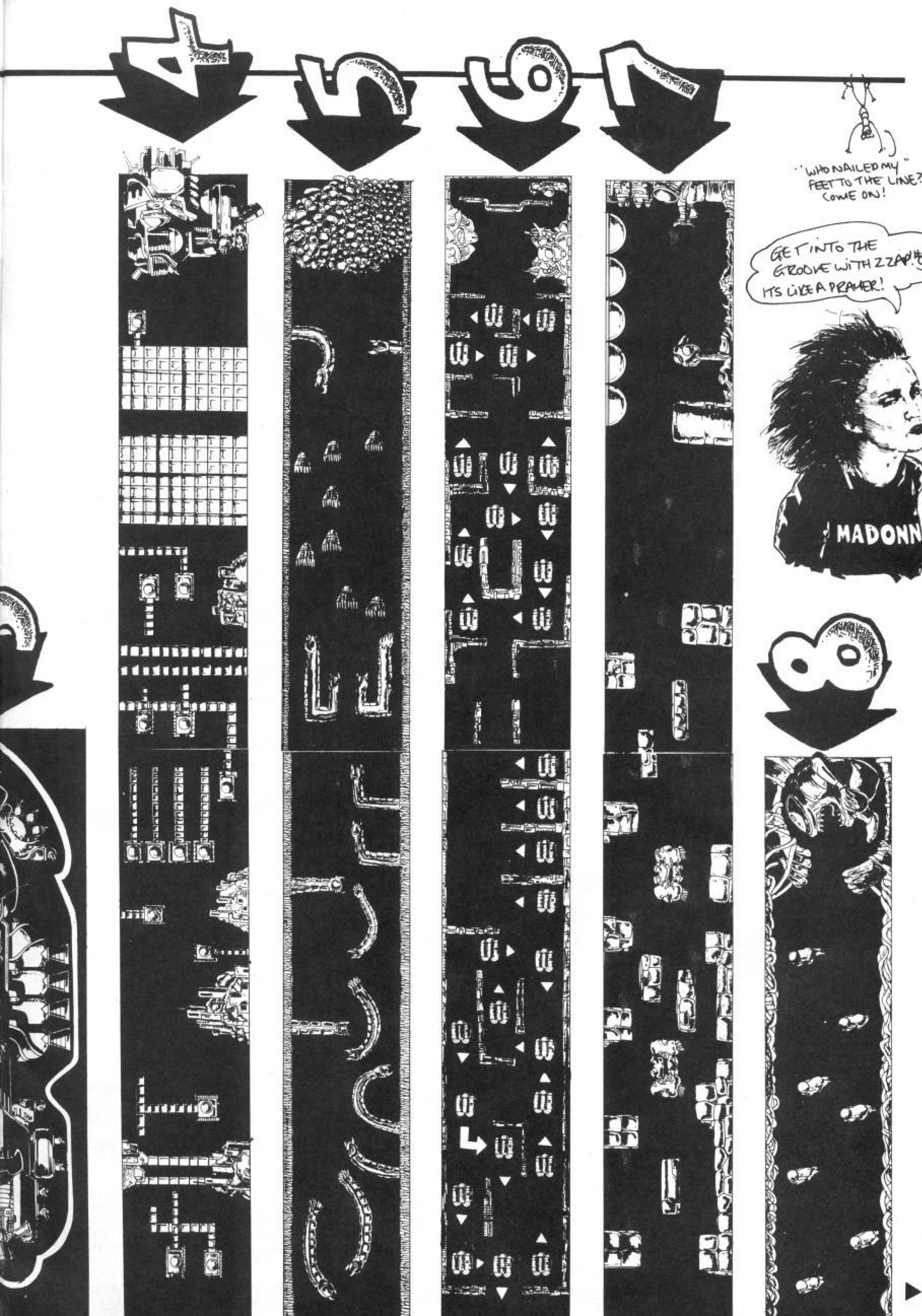
You wouldn't believe the number of people that sent in pokes for this under the name Cataball. Still, this one was sent in by Mikkel Burchardt for the Hopping Mad version. Dead simplethis – load the game, reset the machine, type POKE 2447,165 (RETURN) and then type SYS 20480 (RETURN) to restart the game in well cinch mode.



R-TYPE




" WHAT YA GONNA GET ON IT? YOU BET! "
" HUH? BRUCE FORSYTH ON R-TYPE? STRANGE ?! "


4
5
6
7
"WHO NAILED MY FEET TO THE LINE? COME ON!"
GET INTO THE GROOVE WITH ZZAP!#50! ITS LIKE A PRAYER!
MADONN
8

MUSIC HACKS FOR THE MASSES

Yes folks it's that time of the year when . . . when . . . when I get bored of infinite lives listings and feel like a bit of light relief. So it's out with the music hacks! Now you can listen to your favourite computerised ditties without having to play the games. Yay!

CYBERNOID 2 (Hewson)

Let's start off with a name that'll probably crop up a few times. It's a listing from Subculture from Hartlepool. Load up the game and reset the machine. Type in the following listing and RUN it. The music should now be playing for you!

```
0 REM CYBERNOID 2 MUSIC HACKED BY
SUBCULTURE 1989
1 FOR I=49152 TO 49190:READ A$
2 L=ASC(LEFT$(A$,1)):L=L-55:IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN
R=R+7
4 V=(L*16)+R:POKE I,V:NEXT
5 SYS 49152:END
10 DATA
78,A9,0F,8D,18,D4,A9,17,8D,14,03,A9,C0,8D,15,03
11 DATA
58,A9,4B,8D,B5,DC,60,A9,35,85,01,20,26,A6,A9,37
12 DATA 85,01,A9,3B,4C,31,EA
```

TETRIS (Mirrorsoft)

I love the music to this one; it's one of my faves. To appreciate the full glory of this Tubular Bells-ish masterpiece load up the game, reset the machine and enter these pokes sent in by Paul Elliot from Wolverhampton . . .

POKE 49590,76 (RETURN) POKE 49591,49 (RETURN) POKE 49592,234 (RETURN)
SYS 49593 gets the music going.

SKATE OR DIE (Electronic Arts)

Ooh dear! Looks like we made a booboo! Apparently the listing for the Skate or Die remix that was in Issue 38 didn't work. Not down to me son! I wasn't here then. Still Robert Wilson has sent in a listing that he assures us does work! What you do is load up the game, reset on the title screen and enter and RUN the listing. An "OUT OF DATA" error message will appear. Don't worry! Just type SYS 49152 (RETURN) to start the tune by Rob Hubbard.

```
10 FOR B=1 TO 20:FOR C=1 TO 20:READ A:POKE
49152+C,B:NEXT B:NEXT C:END
20 DATA 169,147,32,210,255,169,0,141,17,208,141
30 DATA 32,208,141,33,205,76,22,64,96
```

"YOU LIKE THE BODY... MOVE THE BODY."

HAWKEYE (Thalamus)

Another listing from Subculture which is a bit similar to the one for Cybernoid 2 so use that if you typed it in and just change the bits you need. Useful eh? What you do is load the game and reset the 64 when your favourite piece of music plays. Then RUN the listing to hear it to your heart's content.

```
0 REM HAWKEYE MUSIC HACKED BY SUBCULTURE
1989
1 FOR I=49152 TO 49190:READ A$
2 L=ASC(LEFT$(A$,1)):L=L-55:IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN
R=R+7
4 V=(L*16)+R:POKE I,V:NEXT
5 SYS 31538:SYS 49152:END
10 DATA
78,A9,0F,8D,18,D4,A9,17,8D,14,03,A9,C0,8D,15,03
11 DATA
58,A9,4B,8D,B5,DC,60,A9,35,85,01,20,98,7B,A9,37
12 DATA 85,01,A9,3B,4C,31,EA
```

PLATOON (Ocean)

This listing gives you the choice of listening to a number of tunes from the game. Load up the game and reset the 64. Now enter the listing and RUN it. When prompted, enter the poke that corresponds to the music you want to hear followed by the SYS call. You can listen to other tunes once one has been selected by resetting the machine and entering the new poke followed by the SYS call. Thanks to Zarch in Sheffield for this.

```
10 REM PLATOON MUSIK HACK BY ZARCH
20 FOR A=49152 TO 49190:READ B:POKE
A,B:NEXT
30 PRINT"NOW CHOOSE THE TOON NUMBER BY
USING"
40 PRINT"THE POKE BELOW, THEN TYPE SYS 49152
TO START"
50 PRINT:PRINT"POKE 49158,(0, 10 OR 20)
60 DATA 120,169,53,133,1,160,0,32,15,226
70 DATA 173,18,208,201,100,208,249,238
80 DATA 32,208,32,149,227,169,1,141,32
90 DATA 208,206,32,208,169,15,141,24
100 DATA 212,76,10,192
```

BANGKOK KNIGHTS (System 3)

Paul Elliot doesn't like this game. I can tell because he says things like 'If you want to hear the Bangkok Knights loading music without playing the crap game . . . ' See what I mean. Anyway he's sent in this hack . . .

Load the game and when the music starts press reset. Now type POKE 54296,15:SYS 38529 (RETURN) to hear the music and watch the pretty Raster lines.

"PAIN! WOULD YOU RETURN IT.."



TRAZ (Cascade)

Another little hack from Subculture for the best of the bat 'n' ball variants. Load the game and reset the machine. Then type SYS 4096 to start the music.

PULSE WARRIOR (Mastertronic)

Not content with already having pokes in for this, that Breaker wotsit is muscling his way into the damn music bit as well! Oh well, it's a simple enough hack so here goes. Load the game and then reset the 64. No that's not it, that'd just be boring watching a reset screen. What you have to do is enter SYS 33792 (RETURN) and then the music will start playing. Much more interesting I find.

BIG MAC (Mastertronic)

This hack must be specifically for dummies like me. Real easy it is, couldn't go wrong . . . well I suppose you could put the wrong SYS call in. Never mind that, just load the game, reset the machine and type SYS 19670 (RETURN) to hear the music.

ROBOCOP (Ocean)

They're here (Big rounds of applause and cheering)! After a bit of a rest here are some nice musical bits from Sean and Adrian Meads. One thing . . . even though this is a listing, you have to load the game in and reset the 64, since it plays sound from the game. So load, reset, then enter and RUN this listing for the first load.

```
0 REM * ROBO-RAP SPEECH LEVEL 1 *
1 REM * BY SEAN/ADE MEADS IN 1989! *
3 REM LOOK OUT FOR OUR SAMPLE MUSIC MAKER/
PLAYER -SOON TO BE RELEASED!!
5 FOR I=49152 TO 49221:READ A:POKE I,A:NEXT I
6 POKE 53265,0:SYS 49152
10 DATA 120,169,53,133,1,160,5,32
20 DATA 34,236,32,60,236,169,242,141
30 DATA 50,236,206,61,236,136,208,239
40 DATA 169,242,141,40,236,169,246,141
50 DATA 50,236,32,34,236,32,60,236
60 DATA 238,61,236,200,192,9,208,242
70 DATA 169,236,141,40,236,169,8,141
80 DATA 61,236,76,0,192,83,69,65,78,45,65,68,69,0
```

Ooh did I notice a bit of a plug in that listing? I'll have to stop that sort of thing! Still that's the pokes for level one out of the way. For the next one you have to get to level three. Aw! When you do, reset the machine then enter and RUN this listing.

```
0 REM * ROBO-RAP SPEECH LEVEL 3 *
5 FOR I=49152 TO 49216:READ A:POKE I,A:NEXT I
6 POKE 53265,0:SYS 49152
10 DATA 120,169,53,133,1,160,5,32
20 DATA 97,236,32,123,236,169,245,141
30 DATA 113,236,206,124,236,136,208,239
40 DATA 169,245,141,103,236,169,254,141
50 DATA 113,236,32,97,236,32,123,236
60 DATA 238,124,236,200,192,9,208,242
70 DATA 169,236,141,103,236,169,6,141
80 DATA 124,236,76,0,192,83,69,65,78,45,65,68,69,0
```

CYBERNOID (Hewson)

Since we've had a hack for the sequel, I thought I'd include one for the original as well. It's from Zarch in Sheffield and works in a similar way to the Platoon listing. You know, load, reset, type and RUN the listing then use the poke and SY to start the music. Oh and you can use the reset to change the music as before.

```
10 REM CYBERNOID MUSIK HACK BY ZARCH
20 FOR A=49152 TO 49190:READ B:POKE
A,B:NEXT
30 PRINT"NOW CHOOSE THE TOON NUMBER BY
USING"
40 PRINT"THE POKE BELOW, THEN TYPE SYS 49152
TO START"
50 PRINT:PRINT"POKE 49158,(0 OR 1)
60 DATA 120,169,53,133,1,169,0,32,0,174
70 DATA 173,18,208,201,100,208,249,238
80 DATA 32,208,32,152,174,169,1,141,32
90 DATA 208,206,32,208,76,10,192
```

THING BOUNCES BACK (Gremlin)

The last from Zarch this and it's very similar to the Cybernoid listing, so if you've got that one, just change the bit's you need and SAVE it out. Load up the game, reset and RUN the listing then it's on with the other stuff like pokes and SYS calls.

```
10 REM THING BOUNCES BACK
20 REM MUSIK HACK BY ZARCH
30 FOR A=4096 TO 4129:READ B:POKE A,B:NEXT
40 PRINT"NOW CHOOSE THE TOON NUMBER BY
USING"
50 PRINT"THE POKE BELOW, THEN TYPE SYS 49152
TO START"
60 PRINT:PRINT"POKE 49158,(0, 1 OR 2)
70 DATA 120,169,53,133,1,169,0,32,0,190
80 DATA 173,18,208,201,100,208,249,238
90 DATA 32,208,32,3,190,169,1,141,32
100 DATA 208,206,32,208,76,10,16
```



ZAK McKRAKEN AND THE ALIEN MINDBENDERS

(US Gold)

Much jubilation was heard in the office when this stuff arrived. Yaaahhoooo! And stuff like that. 'Make him tipster of the month!' somebody exclaimed and we agreed. However, one thing the sender forgot to mention to us when he sent the stuff in was who he was and where he lived. So I'm sorry to say you've lucked out there son. Someone else will have to get the dosh. Anyway on with the acting. Here's part one of the Zak McKracken Solution, to be conpleted next month. Maybe the sender will have got in touch with us by then . . .

Pick up the fish bowl, then open the dresser drawer and pick up the phone bill. Open the desk drawer and pick up the Kazoo then close the drawer. Use the fish bowl with the lamp. Pick up the torn wallpaper from the wall on the right next to the desk and use it on the plastic card under the desk. Now open the door and go into the next room.

Pick up the seat cushion next to the TV, then pick up the other cushion and get the remote control from under it. Use the power cord (which is next to the TV) in the power outlet, then use the remote. You can watch TV if you want, but it doesn't make any odds, so use the remote to turn it off again. Pick up the butter knife, then open the cabinet and pick up the box of crayons. Use the yellow crayon on the torn wallpaper. Walk to the fridge and open it, then pick up the egg. Now close the fridge and walk back into the bedroom. Pick up the rug corner and use the butter knife on the loose floorboards. This wil bend the knife. Go back to the living room and then go out the front door.

Walk to the bakery and ring the bell three times. The baker will come out and throw a stale loaf at you. Pick it up then walk to the right to 14th Avenue. Open the door to Lou's Loan Shop and go in. Walk to the sell window and sell the bent butter knife. Now buy the wetsuit, toolkit, golf club, hat, noseglasses and guitar, then leave the shop.

Walk to the Hair Salon and open the toolkit. Use the wirecutters on the bobbypin sign then walk back to 13th Avenue. Put on the noseglasses and the hat, then open the door to the Phone Company. Go in and give the phone bill to the representative. Go back out the door.

Walk up the stairs to your house. Use the stale bread in the sink, turn on the switch then turn it off again. Use the monkey wrench on the pipe under the sink and pick up the breadcrumbs. Go back out the front door and walk to the bus. Use the kazoo to wake the driver and get on the bus when the doors open. Use the cashcard in the cashcard reader.

Give the cashcard to the devotee and get on the plane. Once on the plane go to the toilet (in the game, I mean), open the door and go in. Pick up the toilet paper and use it in the sink. Push the call button and walk out. Walk to the microwave, open it and put the egg inside. Close the door and switch on the microwave. Walk to the first seat and pick up the cushion. Pick up the lighter that falls on the floor. Now search all the bins above the seats until you find the oxygen tank. Pick it up and wait for the plane to land.

Walk to the automatic doors and pick up the tree branch. Give the peanuts to the two headed squirrel in the hole and use the branch on the loose dirt. Walk to the cave entrance . Click on the WHAT IS command and move the cursor around until you find the bird's nest. Move to the nest and use the golf club on it to pick it up. Use the WHAT IS command again to find the firepit. Use the nest and the tree branch with the firepit then use the lighter with the firepit to light it. Walk to the strange markings and use the yellow crayon on them. A door will open, so go through it. Use the remote control and pick up the blue crystal. Now go back to the airport and use the reservation terminal to buy a ticket to San Fransisco, then go to the plane.

Get off the plane and walk to the automatic doors. Go to 14th Avenue and go to the door with a drop slot in it. Use the blue crystal in the slot and wait. When the door open listen to what Annie says.

You can now use a command called SWITCH. This allows you to change to another person – either Zak, Annie, Melissa or Leslie

Go out the door, walk back to 13th Avenue and go to the bus. Switch to Annie and pick up the blotter and plastic card from under it. Walk out the door and go to the bus. Switch back to Zak and use the Kazoo When the door opens go and use the cashcard in the reader. Switch to Annie and do the same.

Now as Annie, use the reservations terminal in the airport and buy a ticket to London. Go to the plane and walk through the automatic doors. Switch back to Zak and use the reservations terminal to buy a ticket to Miami, then walk to the plane. Give the book to the bum and he will give you a bottle of Whiskey and the book back. Use the reservations terminal and buy a ticket to Cairo. Walk to the plane, then use the terminal to buy a ticket to Katmandu and walk to the plane again.

Walk outside, go to the guard and give him the book. He will now open the door for you. Go through the door and walk to the guru. Listen to what he has to say and walk back outside. Walk to the right (to the bail of hay) and use the lighter on it. Walk to the left to the jail and pick up the flagpole. Walk back to the yak and use the cashcard on the licence plate.

Use the reservations terminal to buy a ticket to Kinshasa and walk to the plane. Once you arrive walk outside and walk through the jungle in any direction until you come out of it. Walk to the Shamen's hut and go in. Give the Shamen the golf club and he will take you outside, where he and the other natives will dance around the fire. When they stop they will bob up and down. Make a not of which order they bob up and down as you will need it later. Go back into the jungle and back to the airport.

Use the reservations terminal to buy a ticket to Cairo and walk to the plane. Next buy a ticket to London and get on the plane. Use the terminal to buy a ticket to San Fransisco and get on the plane once again. Once you arrive, buy a ticket to Lima, get on the plane, then walk outside.

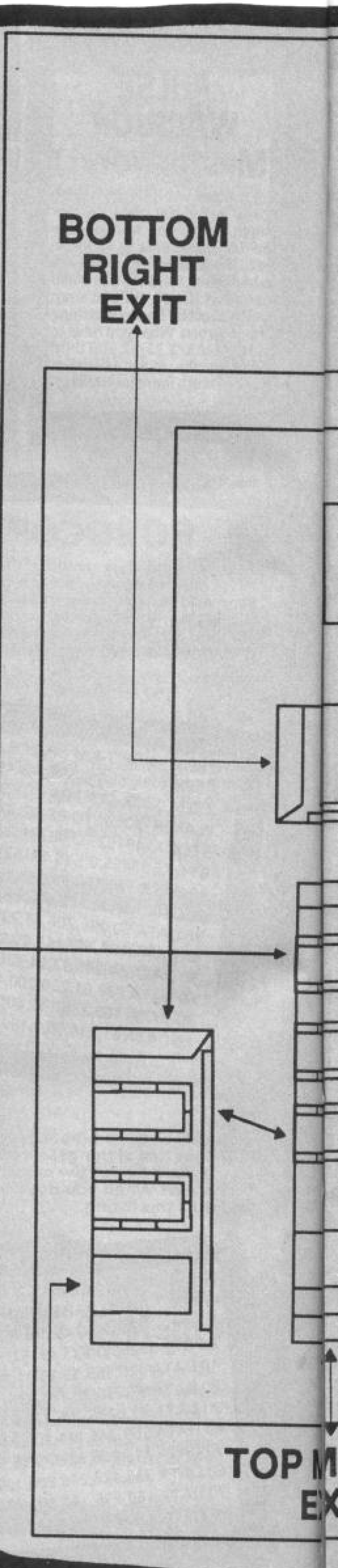
Walk through the jungle as before until you get out. Use the breadcrumbs on the bird feeder, then use the blue crystal on the bird. You now control the bird, so fly to the right to the huge carving and fly to the left eye. Pick up the scroll and fly back to Zak. Give the scroll to Zak and click on the TO ZAK command to switch back to coontrolling Zak. Walk through the Jungle as quickly as you can and get back to the airport.

Use the terminal to buy a ticket to Mexico and get on the plane. Walk through the automatic doors and walk through the jungle until you get to a clearing which has three temple entrances – bottom left, top and bottom right. Enter any of the entrances and refer to the MEXICO TEMPLE map to find your way. Use the WHAT IS command to find torches to light, then you will be able to see where you are going. Make your way to the CRYSTAL SHARD room and once there switch control to Leslie.

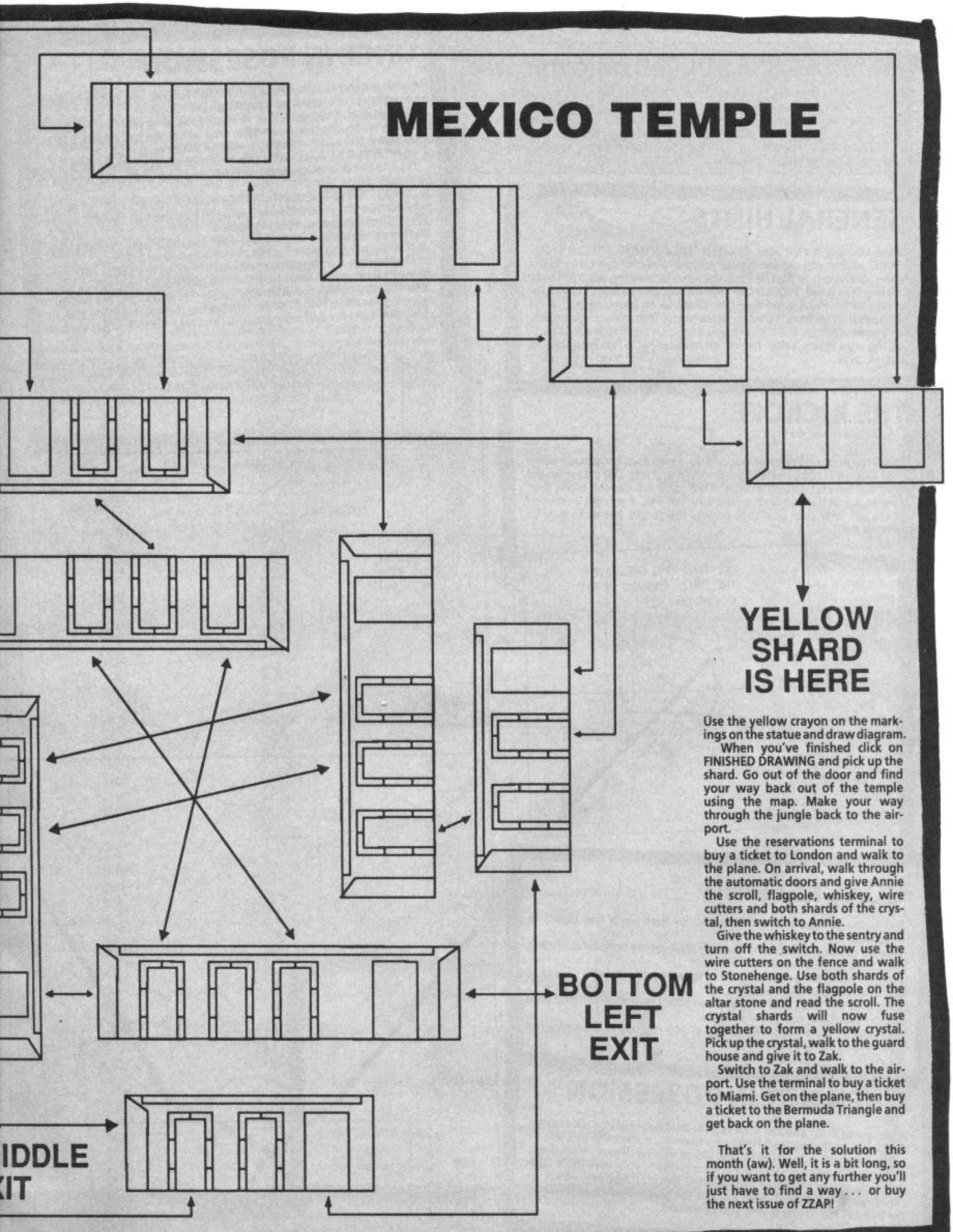
You will now be taken to Mars, where Melissa and Leslie are waiting for your commands. Open the spaceship door and go in. Open the glove compartmant and pick up the fuse and cashcards. Use the oxygen valve and pick up the DAT (Digital Audio Tape as hifi buffs will know). Go back outside and give Melissa her cashcard.

Switch to Melissa, get inside the ship and close the door. Use the oxygen valve, take off the helmet and switch to Leslie. Walk left to the monolith and use the cashcard on the slot. Wait for the token to drop, then walk right back to the building and enter the door. Use the token on the metal plate, pick up the burnt fuse and use it in the fusebox. Close the fusebox door, close the Mars door, then open the hostel door and go in. Pick up the vinyl tape from the right hand locker and open it. Pick up the flashlight, walk to the bunk and pull the covers. When she calms down a bit, pick up the broom alien. Walk to right and pick up the ladder. Walk back out through the door, open the Mars door and go outside. Use the broom alien on the sand outside the hostel, then walk to the right to the huge face.

Use the ladder on the door, then push the buttons in the order of the bobbing natives from Kinshasa. The door will now open, so pick up the ladder and walk to the Great Chamber.. Walk to the right until you get to the second huge statue and read the strange markings. Make a diagram of the markings and switch back to Zak.



MEXICO TEMPLE



Use the yellow crayon on the markings on the statue and draw diagram.

When you've finished click on FINISHED DRAWING and pick up the shard. Go out of the door and find your way back out of the temple using the map. Make your way through the jungle back to the airport.

Use the reservations terminal to buy a ticket to London and walk to the plane. On arrival, walk through the automatic doors and give Annie the scroll, flagpole, whiskey, wire cutters and both shards of the crystal, then switch to Annie.

Give the whiskey to the sentry and turn off the switch. Now use the wire cutters on the fence and walk to Stonehenge. Use both shards of the crystal and the flagpole on the altar stone and read the scroll. The crystal shards will now fuse together to form a yellow crystal. Pick up the crystal, walk to the guard house and give it to Zak.

Switch to Zak and walk to the airport. Use the terminal to buy a ticket to Miami. Get on the plane, then buy a ticket to the Bermuda Triangle and get back on the plane.

That's it for the solution this month (aw). Well, it is a bit long, so if you want to get any further you'll just have to find a way . . . or buy the next issue of ZZAP!

Hi! "YUP! Hi!"

MICROPROSE SOCCER (Microprose)

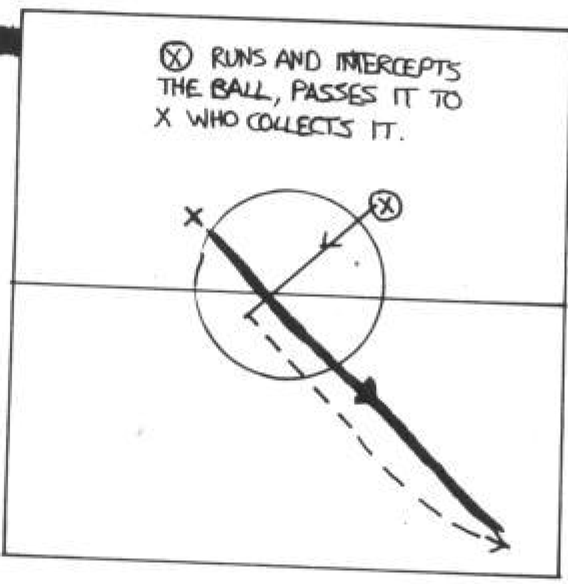
Just the other day I got a cardboard tube addressed to me. Exciting eh? Well cardboard tubes aren't very exciting on the whole I grant you, but this one was because it had some very nice tips for Sensible Software's giggle of a footy game, sent in by Graham Stevens from Tattershall. Now all these are for the outdoor game, so how about some on the indoor game?

GENERAL HINTS

When starting it's an idea to select 'MICROPROSE SOCCER CHALLENGE' so that you can familiarise yourself with the controls and the teams. Graham says that he finds the most interesting selection once you improve is the 'WORLD CUP' option as it gives a target to aim for as well as having a good selection of teams an required tactics. He also says that he finds it best to select two or four minutes gametime for a normal match. If, however, you don't feel confident about playing top seed teams, select five or ten minutes for 'a real long slog' as Graham says.

THE KICKOFF

When the opposing team are kicking up, a way to get posession when they kick off is to push the joystick down and left. The player on the right will now run and intercept the kickoff. If this doesn't work, then turn back and slide under the man with the ball. If you get posession of the ball near your goal then pass to the goalie. But make sure he gets the ball!



GOAL KEEPING

This is the hardest part of the game, so here are a few points to remember . . .

Never run the goalie out of the area. This can be done by confusing the goalie witha defender so look out!

When you dive for the ball, don't dive again straight away or you'll leave your goal open.

It's best not to try and anticipate an attacker or you'll end up with egg on your face, so try to dive early.

When there are attackers coming at you run out to the ball, since you automatically get posession.

WHEN NOT IN POSESSION

When going in for a tackle, always go in on a diagonal and slide under the player, as this makes it harder for them to retrieve the ball. When tackling players in a top seed team, kick the ball well away from them on a tackle. Don't go clattering in for a tackle in your own area, take care, otherwise it gets confusing. If an opposing player is about tc shoot, go to the side of them nearest the goal, as when they shoot the ball will. go to you giving you posession.

ONCE IN POSESSION

It isn't advisable to hold the ball for too long or you will be tackled, so pass the ball quickly to another player . . .

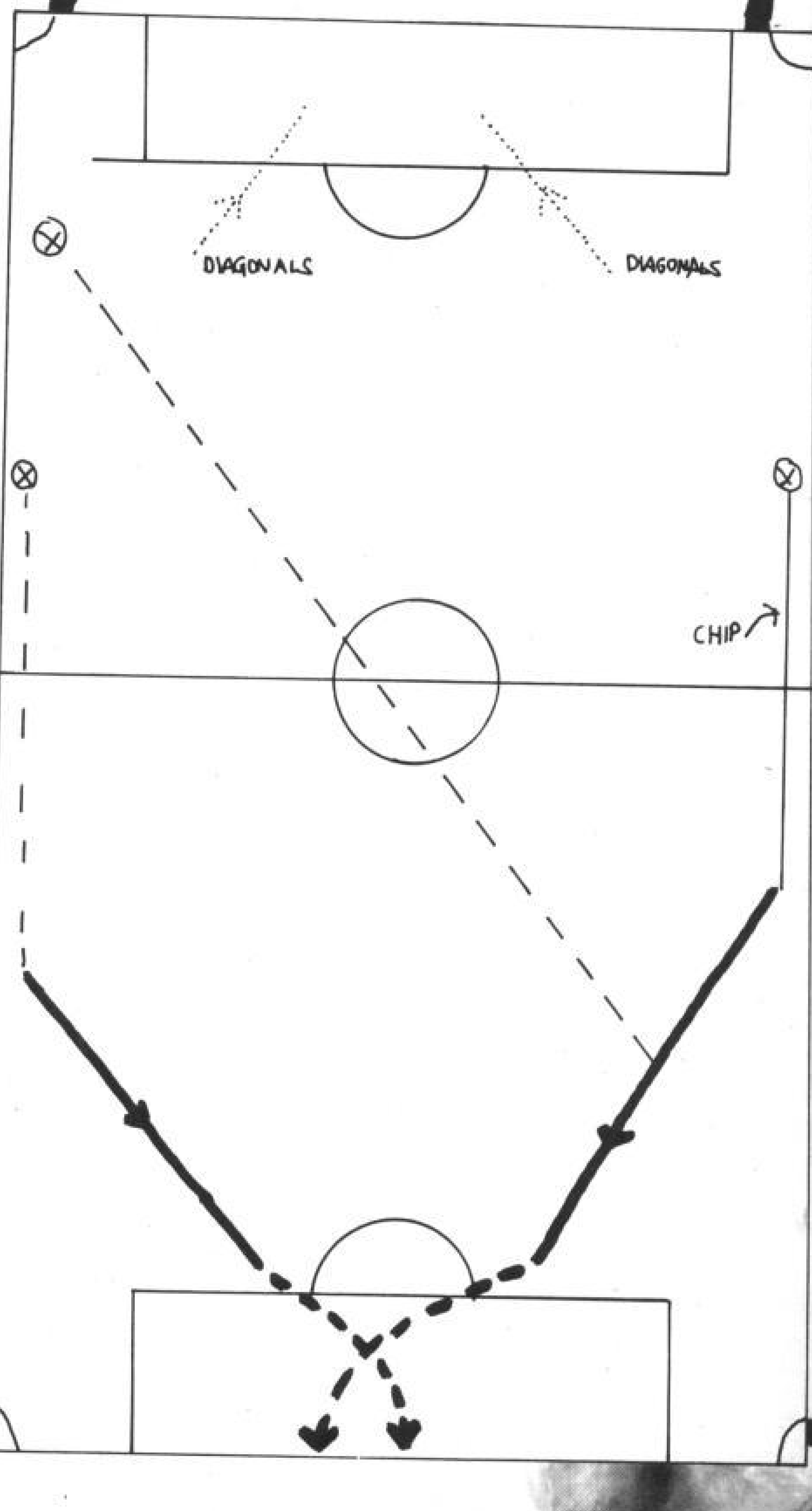
DIAGONAL PASSING – Kick the ball as hard as you can. There will usually be an attacker around the area where the ball is kicked. Once collected, the attacker has an open run at the goal.

CHIPPING THE BALL – If a group of opposing players attack you, chip the ball over them to another player or run under it to retrieve it yourself.

LONG PASSES STRAIGHT UP THE FIELD – If you are running up the sides or up the centre it is advisable to kick the ball straight up the field to an attacker to avoid tackles.

If you are playing a low seed, you can usually dribble the ball safely, but when playing higher seeds pass the ball more often.

If you are in the dangerous position of having the ball in your own penalty area, stand near the touchline (but not in front of the goal) and the other players will usually tackle you and knock the ball out, giving you a free kick. Wait until the other players leave the area so they don't get the ball near your goal and take the kick to get the ball upfield.



ATTACKING

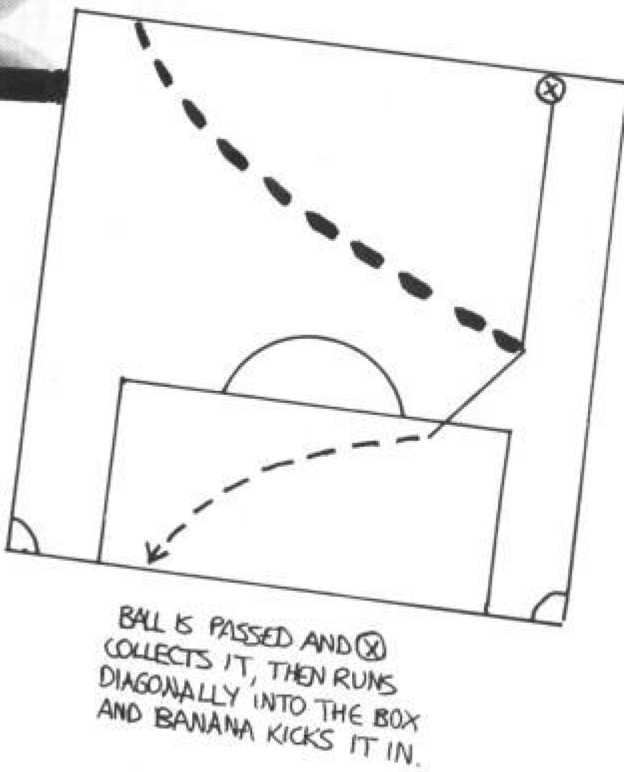
Always try to get rid of the defenders before taking a shot at goal. This is done either by kicking the ball a short way in front of you and retrieving it again or by moving in and out and outsmarting the defender.

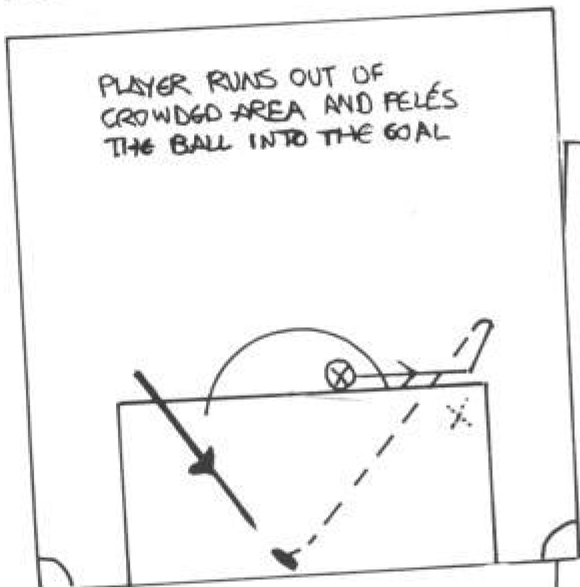
When shooting it is important to try and shoot in diagonals from the edge of the area, as most of the time it will go in. There are a number of shots that can be taken to score a goal . . .

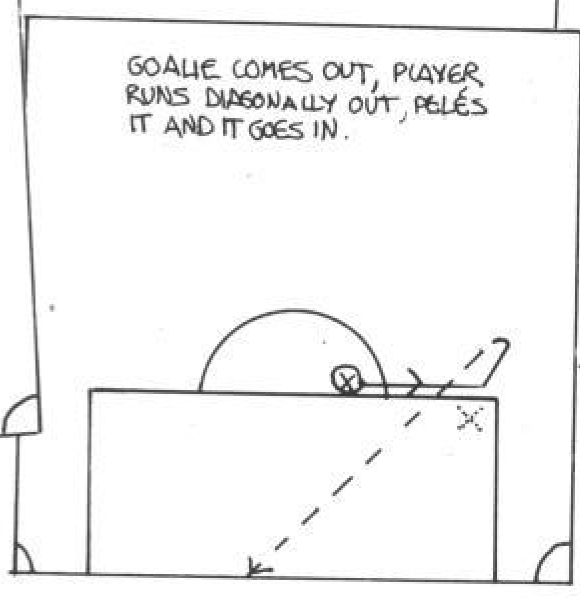
BANANA SHOTS – The rule of using diagonals applies here as before. When shooting try to curve the ball away from the goalie, as there is a greater chance of missing it. Another way is to run straight into the area and just before you enter the box banana the shot. Occasionally the goalie is fooled into diving towards the curve and misses the ball.

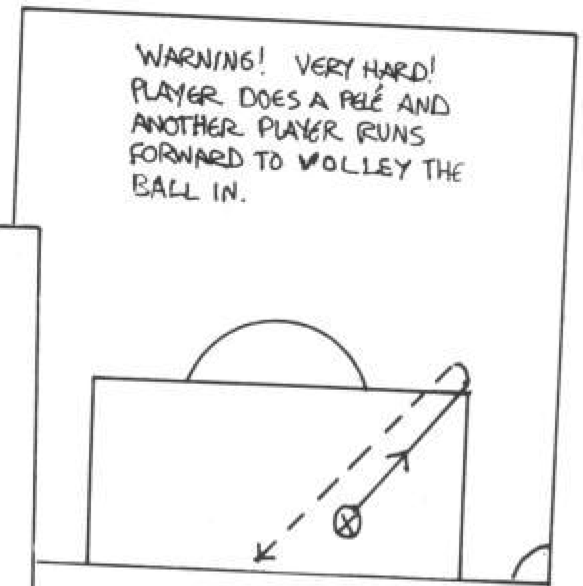
VOLLEYS – This is a good way to score when your short on time and speed. Just hold the button down and as soon as you touch the ball it will be belted (hopefully into the goal!). This is a good method to use in a corner situation. Just get the in front of the ball opposite the goal and volley it in.

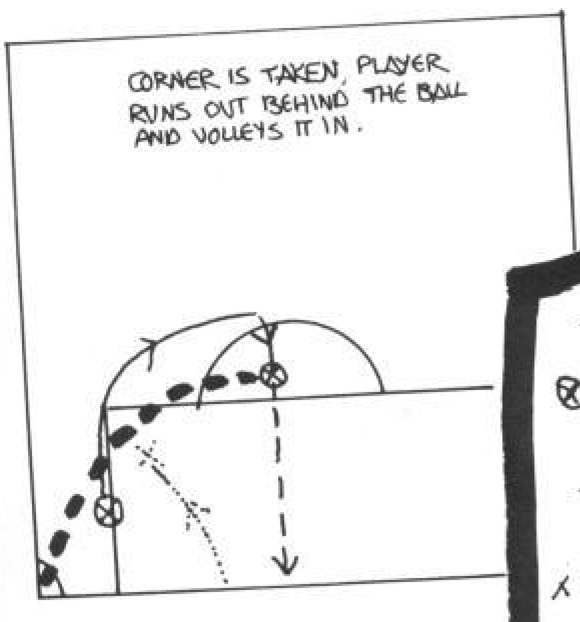
THE 'PEL E' – There are a couple of ways of doing this, both of which take a certain knack. Either rune diagonally out of the area and do a Pel e, or go right to the right hand corner (for playing both up and down) of the area when the goalie comes out and do a Pel e as you are running in that diagonal. The ball will almost always go in. This is just about the only way to beat the top seeds.





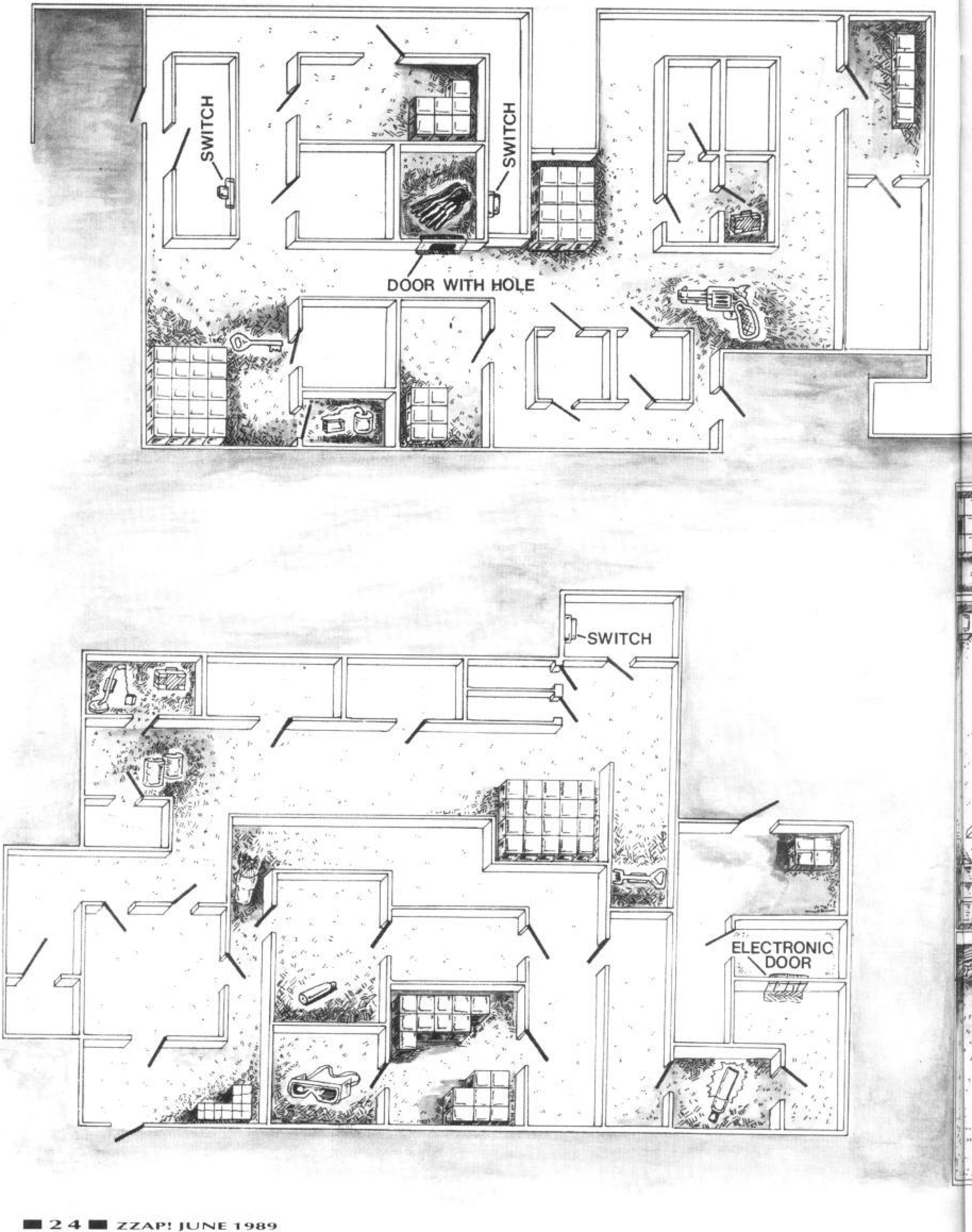






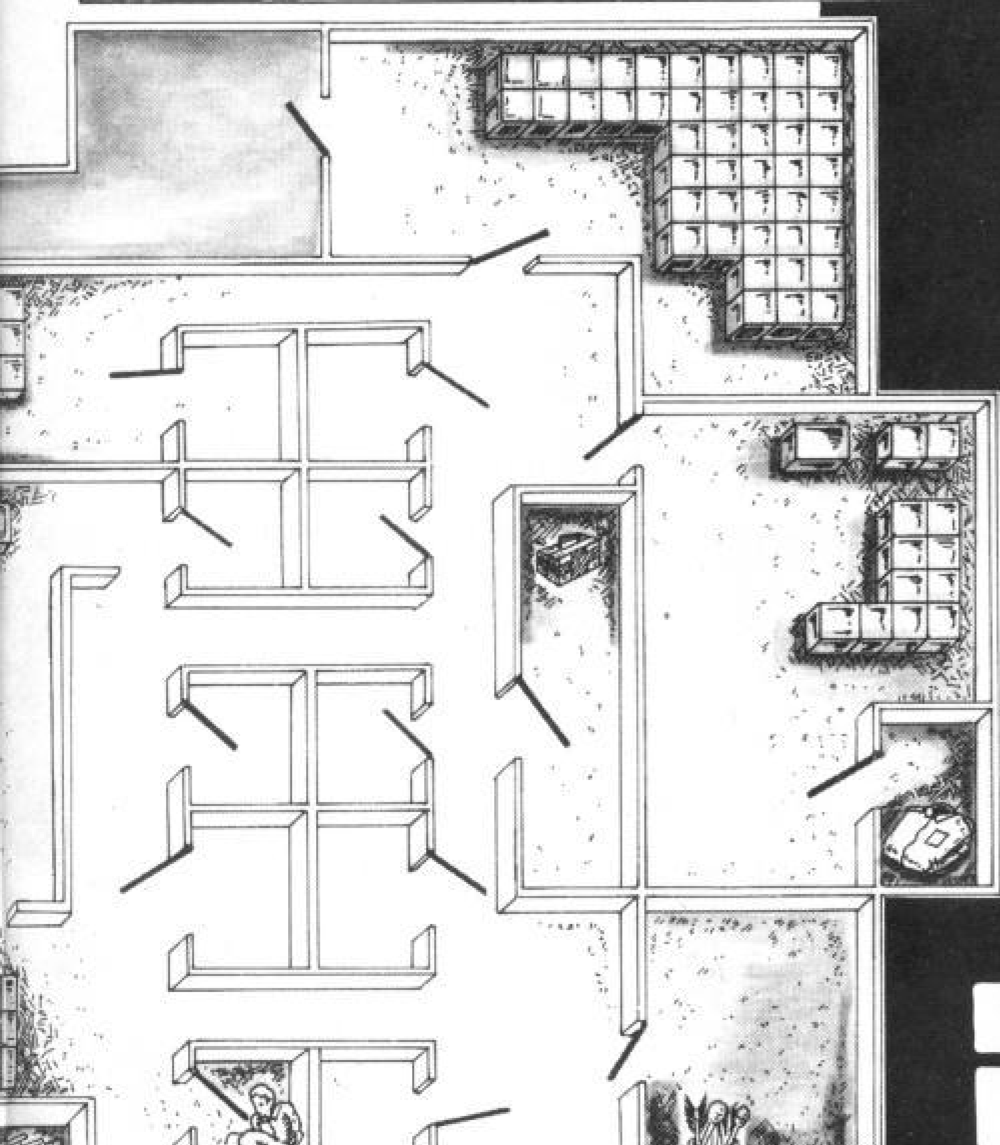





SWITCH
SWITCH
DOOR WITH HOLE
SWITCH
ELECTRONIC DOOR

RAMBO III
LEVEL 1







TIGER ROAD (US Gold)

A game for thump 'em up fans this. But it's not much fun if it's you that keeps getting thumped up instead of the enemies. If this is what happens then try this listing from Sukhdeep Sidhu. **Type it in,** RUN **and follow the on screen prompts.**

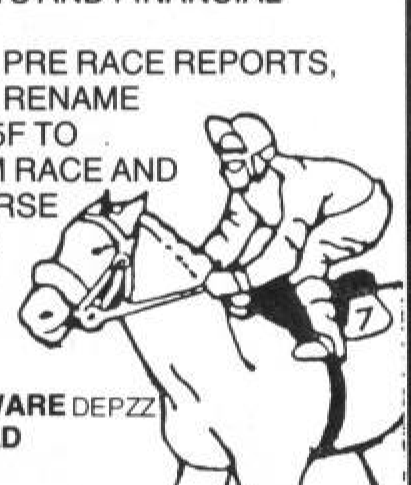
```
0 PRINT CHR$(147)
1 FOR I=384 TO 407:READ A$
2 L=ASC(LEFT$(A$,1)):L=L-55:IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN
R=R+7
4 V=(L*16)+R:C=C+V:POKE I,V:NEXT
5 IF C<>2539 THEN PRINT"DATA ERROR!":END
6 PRINT"SAVE LISTING FOR FUTURE USE"
7 PRINT:PRINT"TYPE SYS 384 TO START"
10 DATA 20,56,F5,A9,A8,8D,D0,08,A9,39
11 DATA 8D,D1,08,4C,42,08,A9,A5,8D,75
12 DATA 16,4C,00,3A,00,00,00,00,00,00
```

ARMALYTE (Thalamus)

There have been quite a few letters about the recent Armalyte infinite lives pokes. We said that Level One would appear a mess, but the game would be fine afterwards, but apparently for a lot of people the game crashes on the first level so that you can't get anywhere. Lee Beasley from Lancashire has come up with a solution to this dilemma.

Load the game up as normal and play Level One through to completion WITHOUT using any pokes. When Level Two has loaded and asks you to press fire, reset the machine and enter the pokes. When the game restarts it will say 'Rewind to side B'. Do this and press play on the tape. Level one will load up with infinite lives and will not appear the slightest bit corrupted. Come to think of it, I may as well tell you the pokes again, just in case you missed them . . .

POKE 60121,96:POKE 40960,120:POKE 1024,120:POKE 1025,169 (RETURN)
POKE 1026,54:POKE 1027,133:POKE 1028,1 (RETURN)
POKE 1029,76:POKE 1030,0:POKE 1031,160 (RETURN)
SYS 1024 (RETURN) when you're ready to rock 'n' roll.



BATTLE VALLEY (Rack-It)

I just spent ages typing in a WEC LE MANS **listing just to find that it doesn't work! Aaargh! This one does though – it's from** Kagan Öngör **in Turkey and it gives infinite bullets, rockets and energy. Type it in,** RUN **it, load the game and away you go.**

```
10 FOR L=53234 TO 53263:READ A:POKE L,A:NEXT
20 POKE 157,128:SYS 53234
100 DATA
32,86,245,169,0,141,28,4,169,208,141,29,4,96
110 DATA
169,0,141,67,50,141,46,58,169,165,141,189,69
120 DATA 76,132,255,1,2,3
```

BLIMEY! IT'S ALL OVER!

I don't mind telling you I'm a bit shagged out after all that! Sixteen pages of tips and I haven't even been doing it that long (the tips I mean). Anyway I'm off for a lie down in a darkened room for a week or so. Tipster of the month is Breaker **for his sheer hard work in supplying all those pokes. Remember to send in those tips now, as I've cleared the big postbag out bringing you this lot, so I'm a bit short of 'em at the minute. Pop them in to me at this address . . . ME TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB – and don't forget the tips hotline! Well, that's it from me, so I'll go and wash this zinc cream off me nose. Cor, it don't half itch after a bit this stuff!**




RENEGADE III
THE FINAL CHAPTER
imagine
...the name of the game
When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man, mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!
SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650

XENON

Melbourne House, C64 £9.99 cassette, £14.99 disk

Life's a bitch sometimes. There you are, on your way home after 17 months in the cosmos on clean-up duty, and what happens? The bad lads come round the corner.

Armed to the teeth they are, and obviously not out for a picnic, judging by the immense interstellar cruisers they're piloting. And there's yourself, all alone, in a feeble little one-seat AGAM (Air/Ground Attack Module).

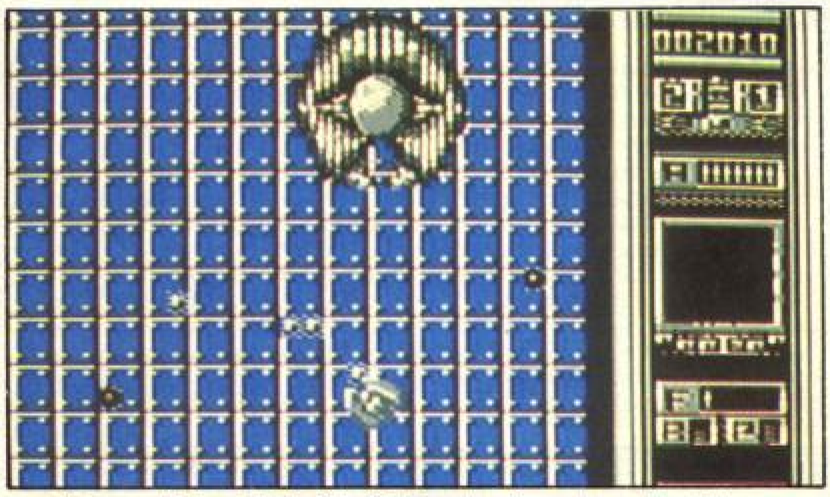
The tea will be on at home, and you're going to miss *Neighbours*, but damn it, the fate of the world could be in dire jeopardy. So it's onto the blower, tell the missus to stick the food in the gammawave oven and the programme on the videowall, and get into the thick of the action.

Xenon, if you haven't already guessed by now, is a space shoot 'em up. It's you against the might of the enemies' four massive star cruisers in a vertically scrolling all out battle to the death. Controlling a revolutionary new spacecraft, capable of switching to aircraft to ground vehicle at the wiggle of the joystick, the object of the game is to negotiate each of the enemy destroyers in turn, avoiding or annihilating the hazards placed strategically across the surface.

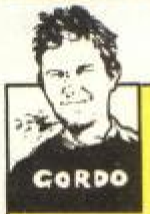
You're confronted by a variety of enemy craft, so don't think you're going to get an easy ride. Huge gun emplacements, placed in the most inconsiderate of places have been specially designed to spice things up.

And if you think that that's it, you'll be in for a shock when you come across the large enemy robot at each halfway stage AND at the end of each level. Saving the world has never been harder, has it?

And your dinner's going to be all nasty and dried up. And you're going to get nagged off the wife, and . . .



▲ The middle of the first level nasty – only another 11 to go . . .



This would be a lot more fun to play if it didn't suffer from invisible bullet syndrome. The backdrops are the same colour as the enemy firepower which results in lots of confusion and death on a pretty regular basis. Graphically it's not too bad, with well-defined characters and backdrops, although everything is pretty repetitive, variety to some degree being sacrificed to difficulty. And it is HARD – in fact I'd say that this version beats the hell out of the 16-bits in terms of toughness. Trouble is, it's this level of difficulty, together with the problem with the bullets, which ensures that Xenon**'s just pretty good rather than really brill.**



Nine times out of ten, C64 conversions of Amiga software aren't the best games in the world. There are exceptions, and this is shown by the 64 version of Speedball **(also originally by the Bitmap Brothers) reviewed in this issue.** Xenon**, however, has to rank as one of the other nine. Not that I'd call this an outrageously poor conversion because as a shoot 'em up it's quite playable. Up to a point. That point being when bullets start becoming practically impossible to detect, and fly right up the proverbial khaki button at the most inopportune moments. And that is my only real gripe about** Xenon **– well, apart from the gaudy colours which play havoc with your eyeballs. Not a bad little blaster but it could have been better.**





▲ The only fault with this is that the graphics sometimes get a bit confusing . . .

PRESENTATION 65%
Unimpressive title screen with scrolling level background. Once you've reached a level, you can keep restarting from it.

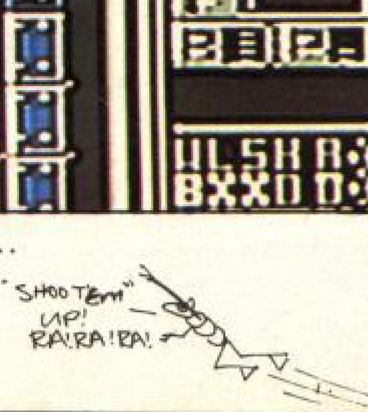
GRAPHICS 60%
Although backdrops and sprites are elegant, they're marred by poor choice of colours and little variation.

SOUND 40%
Droning tune and feeble in-game effects.

HOOKABILITY 79%
Standard control method and the Amiga version stimulate plenty of interest.

LASTABILITY 59%
It gets extremely tough. Lack of progress might put people off.

OVERALL 70%
Extreme difficulty and obscure graphics stop a pretty good shoot 'em up from being great.



ZZAP! 64

SIZZLER

SPEEDBALL

Imageworks, C64 cassette £9.99 disk £14.99

●Kick shins and play *really* dirty with a nasty metal ball

Nowt like it, is there? A nice bit of sport in the summer. Brush away the cold, winter cobwebs, rub the linseed oil into the more creaky bits of your personage, and get yourself out on a field.

Ah, but spare a thought for our future generations. Trussed up like battery hens in cramped little domes, struggling to make a living – struggling, indeed, to survive. What fun do they get when the central heating's turned up and the blue light is shone onto the ceiling? Quite a bit, as it happens.

One of their favourite pastimes in the warmer months is the annual SPEEDBALL league. A mixture of the best parts of football and rugby (two outdated Twentieth Century sports), the rules are dead simple.

Played either against the central computer system or on a one-to-one basis, each player controls a team of five robots, one of them guarding the goal. The object is plain: using any means at your disposal, disgorge a small, metallic Speedball into the opposition's net.

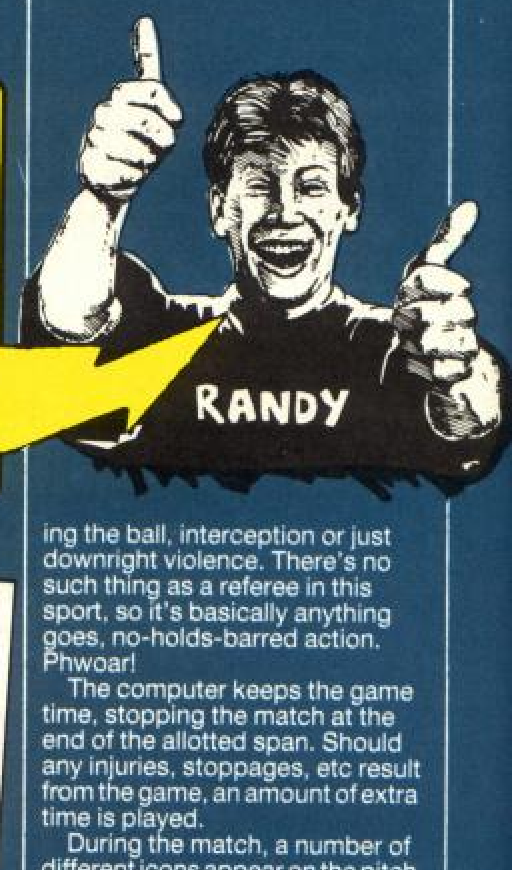
The opposing team, meanwhile, is attempting to stop you, again, by any way possible, be it by deflecting the ball, interception or just downright violence. There's no such thing as a referee in this sport, so it's basically anything goes, no-holds-barred action. Phwoar!

The computer keeps the game time, stopping the match at the end of the allotted span. Should any injuries, stoppages, etc result from the game, an amount of extra time is played.

During the match, a number of different icons appear on the pitch, designed to aid the team quickest to retrieve them. Bonuses include freezing the opponent's players, reversing the joystick and generally making play extremely difficult for the disadvantaged adversary.

And that's *Speedball*. It may sound crude, uncouth and physically impossible, but that's because it is. Why do you think that the players are behind control panels while a bunch of tin cans run around and get smashed to bits? For all these blokes almost wiped out mankind – they're not daft enough to get hurt themselves!!!

What with all the Amiga Sizzlers this month, it's about time we got hold of something worthwhile on the 64. And how! In my (less than) humble opinion, Speedball **has to rank as one of the most impressive 16 to 8 bit conversions I have laid the old sight-sensory organs on so far. Almost everything in this game is true to its larger counterpart, although obviously scaled down to a degree in the presentation department. So instead of superfluous fancy graphics and amazingly elaborate but totally irrelevant effects at the expense of gameplay, what we have in** Speedball **is a piece of software that looks good, sounds great and is an absolute scorcher in the addiction department. The gameplay is fast and furious, and while being difficult enough against the computer, it's even harder when you play someone who's really practised for a bit.** Speedball **is great, and that's my final word.**





Yes! LOTS of *Speedball*-type goodies are on offer for your eructation, when you ring this number: 0898-555081: 25p a minute cheap; 38p a minute peak and others. What can you win? Well – there's bound to be T-shirts and there's a pretty impressive mega-prize, which you'll just have to ring the hotline to discover. Good, eh?

▼ Just before you meet your opponent, you're given a full run-down of exactly how hard it's going to be



PICK-UP TILES

- D – Decrease opponent's stamina
- S – Increase your stamina
- F – Freeze opponent (10 second timer)
- M – Eight directional mine
- E – Single directional mine
- P – Protect against tackle
- G – Get ball automatically
- J – Reverses joystick direction (10 second timer)
- ? – Slow down opponents

BRIBES AND PURCHASES

Credits:	Item:
2	Bribe official
3	Increase stamina
3	Bribe timer
4	Bribe trainer
4	Extra skill
4	Reduce opponent's stamina
6	Extra power
6	Reduce skill
6	Bribe Ref
7	Reduce power



▲ The sprites may not be amazing, but the scrolling's smooth and the gameplay's just great



Speedball on the C64? 'That'll be about as rubbish as Maff', I thought. I thought wrong (apart from the Maff bit). Pantheon Software, who undertook the conversion, have come up smelling of roses, producing an admirable piece of programming, simulating all that is super on the Amiga game. Smooth scrolling floors, marvellous (not to mention extremely fit) sprites, exemplary reproductions of the 16-bit ditties and effects, and, most importantly, that outstandingly pacey gameplay. Nothing has been lost in the transition from 512 to 64k, it's all here. Even all of the help icons have been retained! The format is very similar to all of those birds-eye view footy games that we've seen and slated recently, but Speedball is a classic, and deserves to sell loads and loads, cos it's really good.



Yeah! Speedball on the Amiga was brill and fab and triff and stuff like that, and surprisingly it's brill and fab and triff on the C64 as well! Honest! Everything about it is first class, from the superlative scrolling pitches and subtle use of colour, to the dynamic tunes and effects. I'm surprised how close the two versions are, in fact. Because apart from the graphics and sound the game is exactly the same! Ok, well perhaps not quite, but near enough to keep me sitting there chucking balls into other people's goals. I do have one moan to make, and that's that when more than one of your robots is on screen at any one time and the ball is in the air, the computer can't make its mind up over who to give control to. But that is the only derogatory thing that I can say about an otherwise, er, brill fab and triff chuckaround.

▼ The player selection screen: each has his own advantages, and collecting cash will help compensate for the deficiencies



PRESENTATION 86%
Bright, clear screens, backed up by an endless array of option screens and an exquisite control system.

GRAPHICS 87%
Heavenly scrolling playing area, with pleasing character definition and animation, as well as realistic ball movement.

SOUND 80%
The alluring sound effects fit the action perfectly, and the Amiga tunes have been accurately translated to the 64.

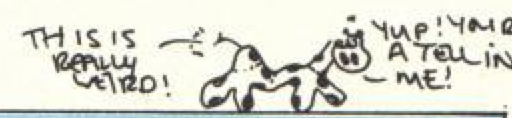
HOOKABILITY 91%
It's dead easy to start off with, but the action soon hots up, much to the player's enjoyment.

LASTABILITY 90%
One or two players, the staying power will be there for some time after purchase.

OVERALL 90%
An extremely successful conversion and a belter of a game in its own right. Buy it or be beaten about the head and neck with a stick.

ZZAP! 64/Amiga

Bio Challenge



Delphine Software, Amiga £24.99

Far off in the future, mankind is becoming weaker with every generation as their gene structures struggle to keep up with the environment. A race of robot frames with human brains are the only hope for the future.

At present they're undergoing rigorous testing in the bio challenge.

The special test dimension consists of six levels, each of which can contain up to six planets. Your objective is to collect four pieces of amulet, obtained by destroying enemy robots, by crunching them by dropping a power slab onto them. Once this has been done, a special guardian must be destroyed (using ammunition collected on previous levels) to allow access to the next level.



▲ If only we could give you a tape with this game's soundtrack – it'd blow your mind . . .



It's nice to see someone coming up with a fresh aspect on a familiar theme instead of churning out the normal scroll 'n' shoot Amiga game. Bio Challenge is quite a weird game when you first play it, but you are soon dragged in by the atmospheric presentation and quickly adapt to the strange control method. Even when you think you've got it sussed, the odd alien thingy can stomp on you making you just that little bit more determined to come back and win next time. Right, I'll get you this time you metal son of a . . .



The most striking thing about this is the superbly atmospheric presentation, complete with a very Tron-like transformation sequence at the start of the game. The in-game appearance is equally impressive, with some excellent graphics and very good sound. The game itself is rather fiddly to get into, since the control method is a little out of the ordinary, but only in much the same way as when beat 'em up games first appeared with their strange control configurations. Once you get used to it, it's quite hard to drag yourself away from the machine. Don't be fooled by the naff painting on the box, 'cos inside lurks a well presented and highly playable – if somewhat unusual – game.

PRESENTATION 86%
Atmospheric and well-planned, but the loader is a bit sluggish.

GRAPHICS 92%
Weird sprites, excellent backgrounds and good intermission screens.

SOUND 94%
Powerful effects and a brilliant soundtrack.

HOOKABILITY 76%
The control method takes some getting used to at first.

LASTABILITY 89%
Once you get the knack, it becomes rather addictive.

OVERALL 84%
An unusual combination of themes which comes out working suprisingly well.

Steve Davis World SNOOKER



CDS, Amiga £19.99

Never mind going out and winning matches, this Davis blokey earns quite enough, thank you, from software royalties. Ah well, c'est la vie.

About the game. It's a snooker game. And a pool game. And a billiards game. Hmmm. Basically you get this table, and it's got balls on it, the number of which depends on the particular game being played. You get a cue, and try to hit the balls into one of the six holes dotted precariously around the sides of the table.

Points are scored for each ball potted, with penalties given for lousy shots, hitting balls that you're not supposed to, and dancing on the table in a nurse's uniform. And to think, people win thousands of pounds doing that. I'm in the wrong job (topical).

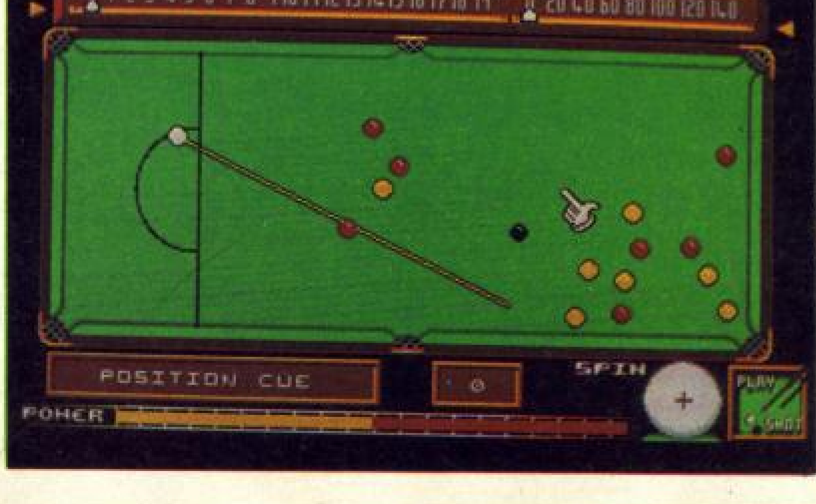


Yeah, well, snooker isn't the most gripping or physical of sports, but then again I'm lazy so I love it. It's a pity there is only a 2D option (I would have thought it easy to get 3D on Amiga), but there you go. What is there is not bad, with graphics which, although basic, do the job, and the balls 'roll' quite fluently, too. My favourite part was the zoom option, which lets you take a close-up view of the balls in play, should you be playing a tricky shot. If you like snooker and that sort of game, you shouldn't be disappointed with the selection here.



Well, this is dead interesting, innit? Well, yeah it is. Not a half bad pool/snooker/billiards sim really with a couple of nifty graphical effects. Nothing to write home about if you're into really fancy presentation or sound but definitely one for the snooker fans. Or anyone else who fancies some really slick tabletop play. Or indeed people who think they're really interesting. Right then, bring on the beans.

▼ Really interesting, isn't it?



PRESENTATION 70%
Two-player option but the control method takes a bit of getting used to.

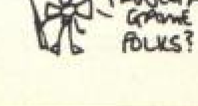
GRAPHICS 65%
Functional 2D – a 3D option would have been nice.

SOUND 37%
Feeble sound effects and a bit of badly sampled tv snooker music.

HOOKABILITY 68%
Like most snooker sims, it takes a bit of getting into.

LASTABILITY 76%
With three games to choose from you should be racking 'em up for some time.

OVERALL 75%
A pretty slick snooker sim which is bound to appeal to all Davis fans.



ROCK STAR



ATE MY HAMSTER



▲ At last you've managed to grab the headlines!

Codemsters Gold, C64 £9.99 cassette, £14.99 disk

I mean, who wants to be a pop star, eh? All that cash, all that publicity, all that totty milling around the old hotel room. Not me, matey (I tell lies). But a pop singer is nothing without a good manager. And that's what Codemasters' new product sets you up as.

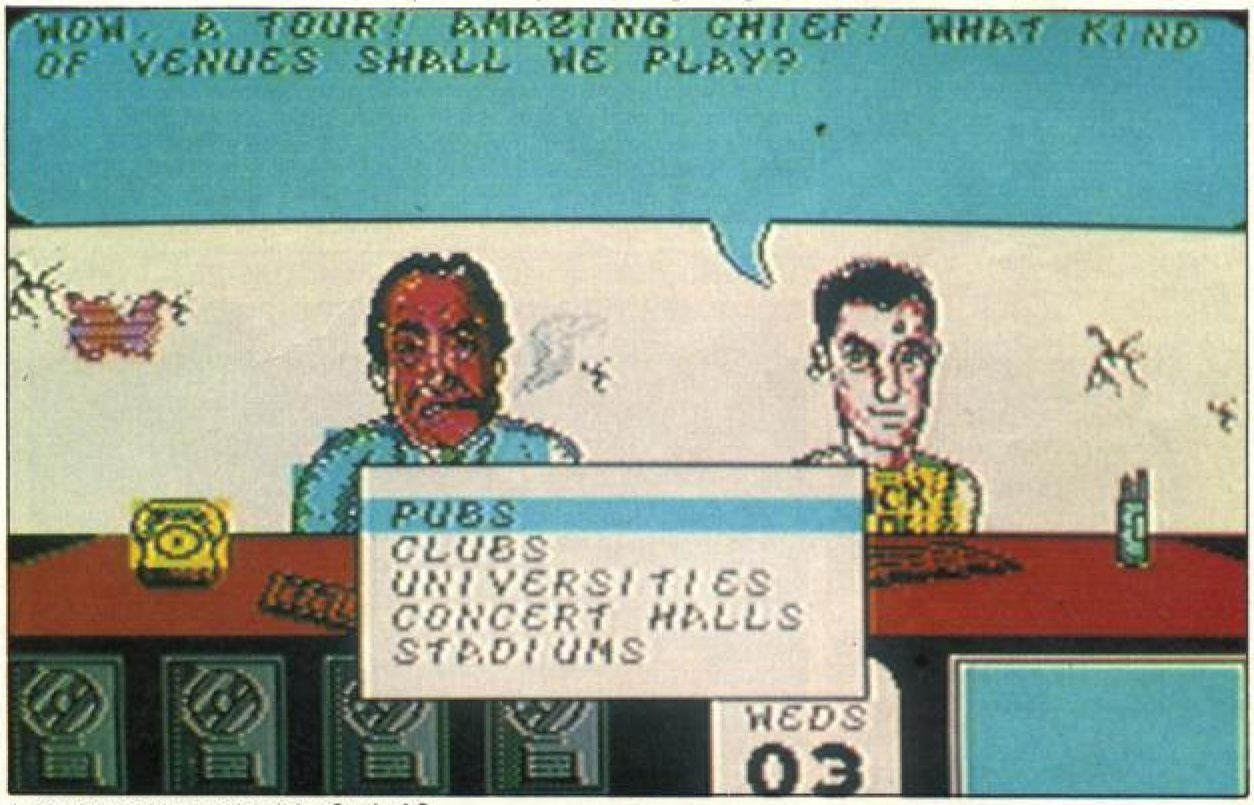
The first job of any rock Svengali is to pick a pop star or four. A selection of caricatures is displayed on-screen and it's up to you to pick the best one(s) for your particular needs, taking into consideration their status as a personality, and their wage bill.

From here, the real work begins. It'd be a smart idea to get a bit of *Practice* in, 'cos you don't want them to be all out of tune when it's time for a *Gig*. You can choose from five different venues, from a pub to a huge stadium, with hire charges to match.

So you've got your band noticed. Why not go away and make a *Record*. The boys will go away and write an album, from which you can *Release* various singles, the LP as a whole, or both.

Time after time, though, your newly-found megastars are bound to become disillusioned with the business, so give them a little *Gift* to pep them up. Ranging from £2 for a magazine to twenty grand for a new car, there should be something there to keep their chins up.

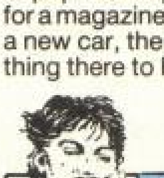
The object of the game is to become so famous that you collect four gold discs for your hard slog. You have a year in which to accomplish your task, so get to work!



▲ You're the one on the right. Cool, eh?



Surprise surprise! A Codemasters game without Simulator stuck on the end. But then again, who needs it with a title like Rockstar Ate My Hamster**? However, this product certainly needs something more than a topical title if it's to sell in any vast quantities. To be blunt,** Rockstar **becomes incredibly tedious after a short while, the trouble being the distinct lack of interactive options available to the player. Not only that, it's also unrepresentative of the business it is attempting to portray. I mean, who ever heard of an album selling because it's good? It's all to do with media hype, an aspect which, again, cannot be found in** Rockstar**. Not a game I'd let my turkey escalopes go cold for, sorry Morris.**



After all the pre-launch chit-chat, I was expecting something with a lot more in the way of depth than what actually exists. With only four main options, there's not much interaction involved: just a case of choosing how long you want to tour, practice or whatever, and sitting back for five minutes while the computer gets on with it. It looks and sounds nice enough but despite all the cosmetic niceties, Rockstar Ate My Hamster **suffers from a slight lack of the one thing it shouldn't really be without – gameplay.**



Well I thought it was OK. That could be due to the fact that I'm well into the music bizz, though, and it gave me a taste of what to expect when I finally make it as an international pop hero. The graphics are a touch basic, with Speccy-like attribute blocks around some of the figures, but they serve their intended purpose. I thought that the way in which the music-style depends on the people in your group was a clever idea, giving scope for a wide range of different songs. A pity that there isn't as much interaction as I would have liked, but there you go. Not a major success but still pretty passable nonetheless.

PRESENTATION 69%
Easy to use menus, and a rather amusing newspaper-style instruction manual.

GRAPHICS 57%
Verging on the average, they look good (especially some of the caricatures) but the colour schemes are fairly headache-inducing.

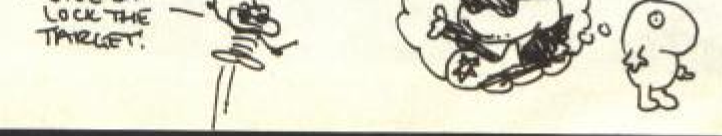
SOUND 78%
Good tunes which reflect the characters in your particular band.

HOOKABILITY 78%
Very addictive at the beginning, being easy to get into and funny at the same time.

LASTABILITY 48%
A crippling lack of interaction is the main cause of quick disinterest.

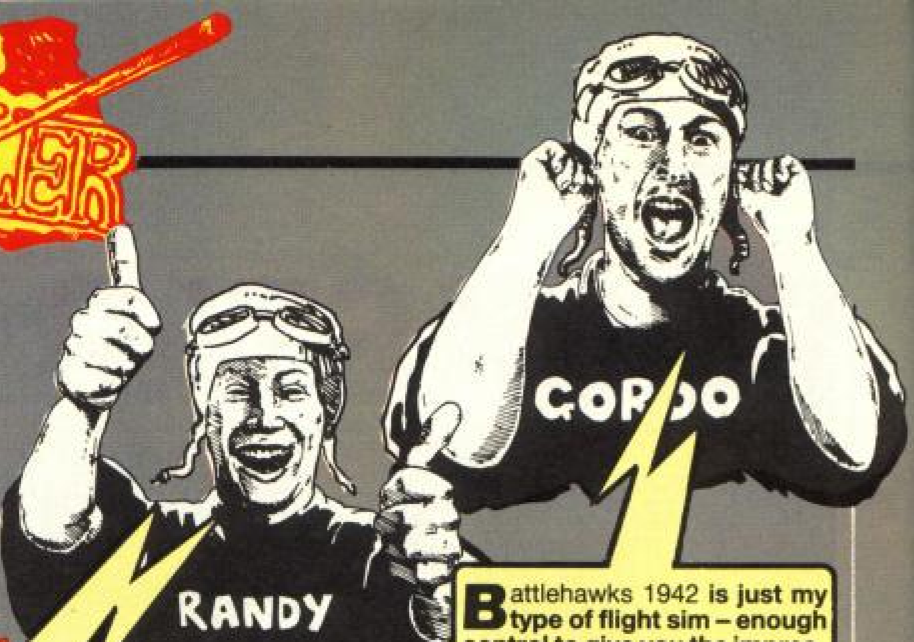
OVERALL 50%

If you're not bothered about the computer taking over for long periods, you'll probably enjoy this. Or not, as the case may be.



ZZAP! AMIGA SIZZLER

battlehawks 1942



US Gold/Lucasfilm, Amiga £24.99

●Stunning World War 2 action from those cuddly people at Lucasfilm

Life was tough in the Second World War, according to my grandfather:

'Eee, I can remember when we had to queue for three weeks just for a loaf of bread and a couple of toilet rolls' etc etc.

Mind you, I bet the pensioners in the good old US of A have some slighty more gung-ho tales to tell, if this latest release from the US Gold/Lucasfilm team-up is anything to go by.

Battlehawks 1942 is a departure from the usual flight-sim in so much as you are thrown almost immediately into the thick of the action. No mucking around trying to take off, no waiting for goodness knows how long to get to where you want to be – just plonk, right into the middle of pitched battle.

The briefing room is the first port of call, where you can choose from a number of different options. As well as the four set battles (Midway, Coral Sea, the Eastern Solomons or Santa Cruz Islands), you can also select one of several training missions, including practice at dogfighting and bombing. Alongside these choices, it's also possible to inspect the aircraft available to you, as well as pilot service records.

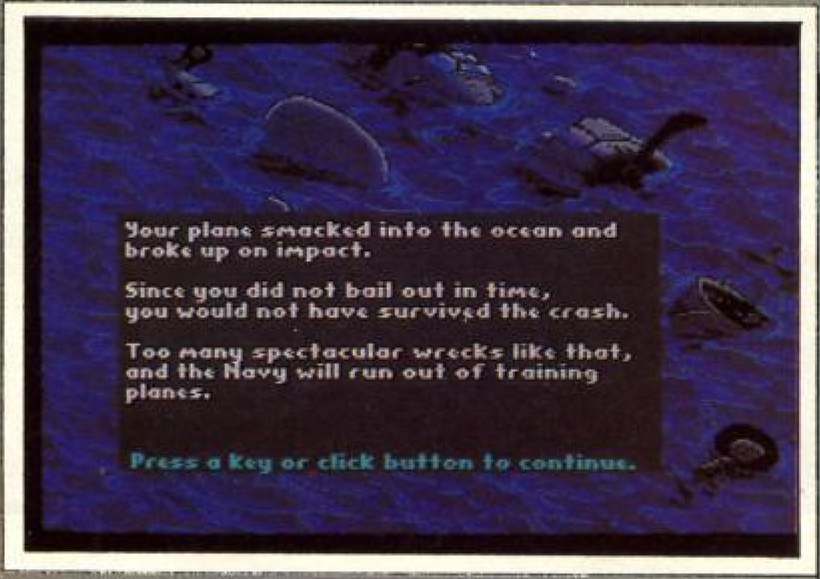
Once a mission or practice session has been selected, you're into real action. Flying high above sea level, your mission basically consists of knocking out the enemy fighter planes, while attempting to score a hit on one of the enemy boats.

With only one bomb or torpedo, success depends purely on your skill the first time round – there are no second chances in this war.

Mind you, that's not strictly true because, should you come to grief one way or another, you can always quit the game and start again from the beginning. Bet your grandfather wished he could have done that forty-odd years ago, eh?

All right, so it's not run of the mill simulation, but who cares when what is there is as good as this? The whole makeup of Battlehawks 1942 **positively oozes class, from the packaging inwards. There's a lot of historical background to the missions contained in the manual, which will help you make the right decisions when it comes to re-enacting them (as well as making rather good reading in its own right!). As for the program itself, it's extremely polished, with marvellously defined and animated graphics as well as a well laid-out cockpit. Sound is of a high quality also, with a plethora of clearly sampled effects (although one of them does sound as if it was poached from** Gunfight at the OK Corral**!). It's easy to play, without becoming tedious, and above all, it's wonderfully addictive. So go out and get it. Now.**

Battlehawks 1942 is just my type of flight sim – enough control to give you the impression of actually flying a plane which would be even better if there was a joystick option offered. Mouse control, although not too bad, isn't what I'd call the ideal device for flying. Apart from that though, I like this a lot. The computer controlled pilots are intelligent enough to go and attack enemies in some quite spectacular formations, as well as coming to hassle you at rather inopportune moments. Get it or regret it.



▲ Doesn't look like you were too successful, does it?

▼ DAKKA DAKKA *Ker-boom!* etc etc



PRESENTATION 85%
151 page manual, bursting at the seams with historic and technical information. Keyboard use is kept to a minimum but unfortunately, only mouse control is offered to steer the plane.

GRAPHICS 91%
Detailed cockpit displays, and realistic aircraft graphics and animation. Screen updates slightly slower when a lot is happening.

SOUND 77%
Whilst the game is devoid of tunes, a host of clear and realistic samples add atmosphere to the proceedings.

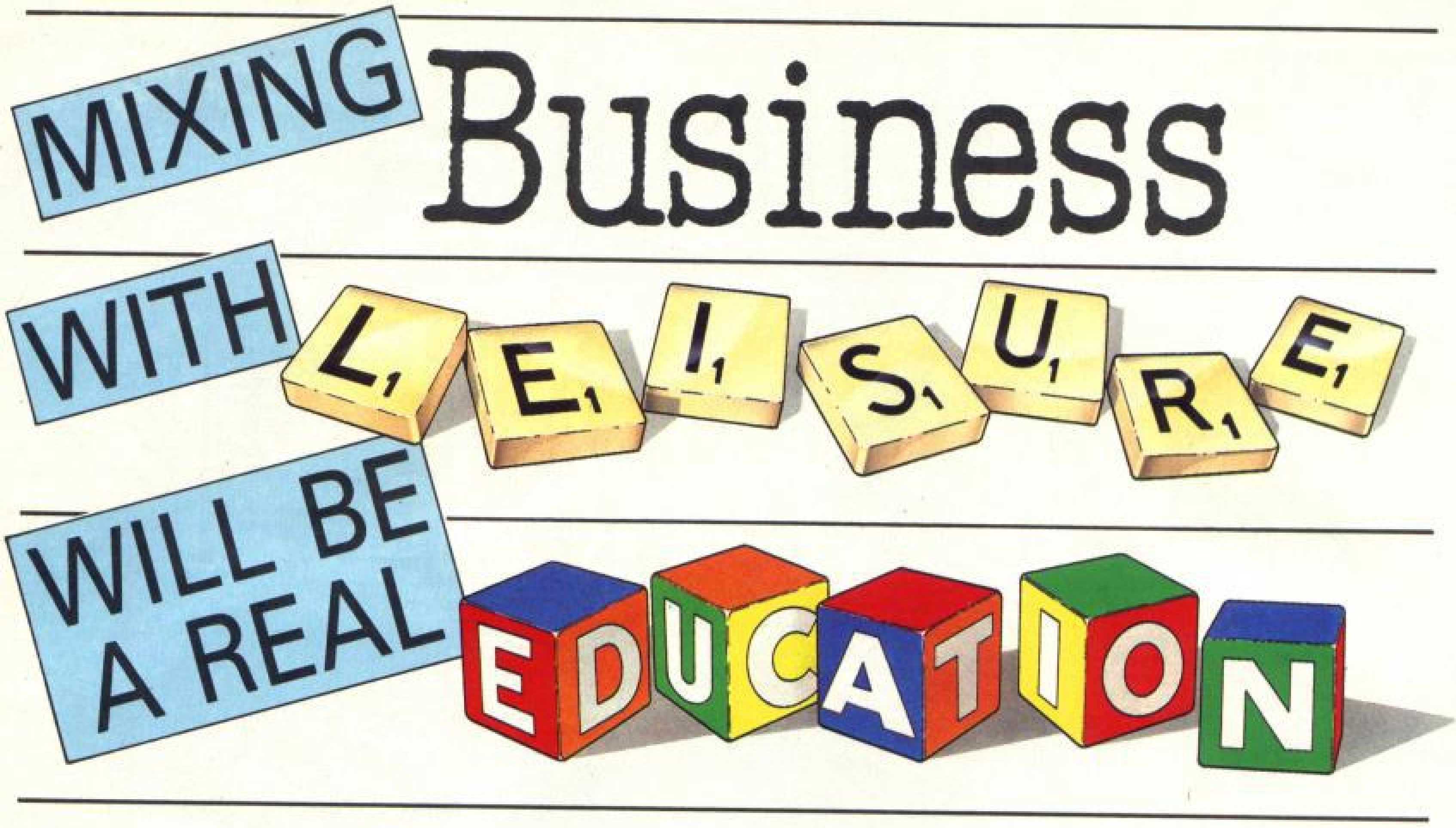
HOOKABILITY 90%
The manual is a touch heavy-going, but the game itself is a gem of simplicity.

LASTABILITY 85%
Thirty-odd missions spread over four scenarios should keep the attention span there for a while.

OVERALL 90%

A well implemented, technically impressive and, above all, fun piece of software, which will keep both sim freaks and blast fans quiet for some time.


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SCANNER
ATARI ST SCREENS SHOWN
100
SUDDENLY ONE DAY IT HAPPENS! YOU ARE TRAVELLING, AND WITHOUT WARNING YOU HAVE FALLEN INTO A TIME WARP. A FATE, A DOOM, BEYOND ANYTHING YOU COULD IMAGINE AWAITS YOU.
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Commodore computer show

Britain's brightest event for Commodore computer users is back! And there's more to see than ever before.

This show has three main themes covering some of the major uses to which Commodore machines are put. There are over 70 key companies who will be exhibiting their latest products, which means that just about everything that's new in the Commodore world will be on show!

Business

Many companies will be demonstrating their latest software and hardware, specially designed to release the full business potential of Commodore computers.

As well as products for the C64 and Amiga series, you'll be able to try out applications for the price-beating Commodore PC compatible micros.

And you'll also be able to attend seminars covering all aspects of using Commodore micros in your business.

Leisure

The C64 and Amiga computers are the most powerful 8 and 16 bit micros for producing fast-action arcade quality games. The range of new software on show will demonstrate how these machines' power is continually being stretched, producing faster and even more addictive games with superb graphics.

If you're a keen game player, you'll find there's so much on offer at the show you're guaranteed a real treat!

Novotel Exhibition Complex, Hammersmith, London W6
Friday to Sunday
June 2 to 4
10am-6pm Friday & Saturday; 10am-4pm Sunday

Education

Commodore micros are now used as educational tools all over the country. With the development of BBC Basic on the Amiga, and the advent of Desktop Video (combining TV pictures with text and graphics), the range of educational applications is endless.

At the show you'll see how the latest software packages are making real breakthroughs in the educational sector, and be able to try them out for yourself.

Special Events

As well as special events and presentations, you'll also be able to meet some of your favourite celebrities, and maybe get a chance to talk with them about how they use micros in their work.

So for a great day out, whether you want to see what the future holds for Commodore computers, to buy the latest software or to get advice on specific applications, the Commodore show is the place to go. And if you send in the coupon today, we'll knock £1 off the price of each ticket!

● ***For the first time we are offering a family ticket for just £11 allowing entry for two adults and two children – saving up to £7 off the usual entry price!***

How To Get There
By Underground: *Hammersmith (Piccadilly, Metropolitan & District).*
By Bus: *266, 714, 716, 290, 30, 72, 73, 74.*
Car parking facilities available at the Novotel.

Advanced ticket order — Commodore computer show

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▲ *Munch munch munch* STOMP! – such is the life of a Muncher

The Muncher

Gremlin, C64 £9.99 cassette, £14.99 disk

'Look at the size of that thing! It's destroying everything in its path!'.

No, don't be so rude, they're not talking about Gordo but the big creature that has suddenly, and without warning, risen from the murky depths of the Pacific to prey on the lowly citizens of Japan.

The Muncher, originally titled *T-Wrecks* until they tied up license deal with *Chewits'* manufacturer Elizabeth Shaw Ltd, plonks you into the ominous role of a fifty-foot tall Tyrannosaurus Rex.

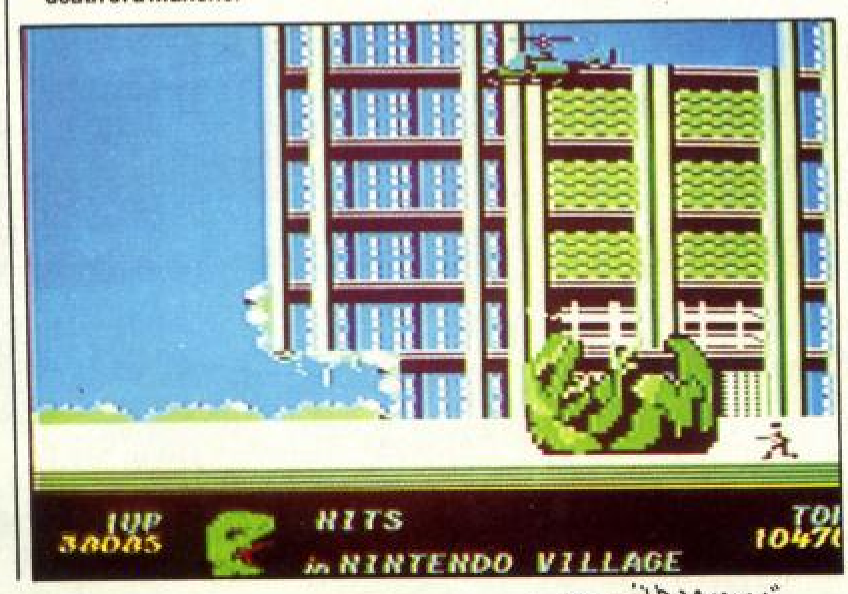
You're cold, you're wet, and you're HUNGRY. And what better than chomping on the loyal patrons of the Far East? Certainly a lot more filling than a packet of sweeties, probably. Mind you, sweets don't send out the armed forces to stop you in your tracks. These gadgis are well armed, and they don't want you around the place (although it would work wonders on the unemployment lists!). So it's a quick one two, pick 'em up and pop 'em in the old gob. Mmm, luvly!

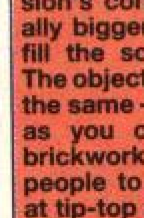
But there's another, nicer side to your little jaunt above water. Somebody has pinched your babies, while still inside their eggs, and deposited them around the country. And you can't show your face back at the the cave until you've got 'em all back, nice and safe like. See? Big, human-eating prehistoric creepies aren't all THAT bad. Well, maybe they are. Sorry.



Chomp! Chew! And all that stuff! I loved Rampage **on the 64, so naturally I got stuck into this right away. It's only one player at a time, and the graphics are about ten times the size, but the theme is the same (smash lots of buildings up and eat people). Gremlin, in their ultimate wisdom, have also slotted some adventure elements in there too, in that you have to find and collect your eggs to succeed, an aspect which elongates the game's lastability, somewhere where all the versions of** Rampage **let us down. Along with the smash and crash sound effects and the little squeaks from the people being devoured, all these qualities combine to make** The Muncher **a violent but fun lesson in destruction.**

▼ *Munch munch munch* CRUNCH! – such is the death of a Muncher





I can't help but compare The Muncher **to that other monster masher,** Rampage**, even though it looks almost nothing like it. The main sprite is a lot bigger than the little monsters in Activision's conversion and generally bigger graphics all round fill the scrolling landscapes. The object, however, is exactly the same – smash up as much as you can in the way of brickwork and eat lots of people to keep your strength at tip-top peak. I like the extra idea of having to find objects, as that breaks what might otherwise become a monotonous game. It's not the most impressive game in the cosmos, having only four levels (all of which you can access at any time), but if you're a raving maniac with foam around your gums and hairy (or scaly) palms, you could do worse than give this a shot, Morris.**





Don't ask me why Gremlin have tied up this game with the Chewits **monster, as there isn't a single sweetie mentioned in it. Couldn't be a clever marketing ploy, could it? Who cares anyway when** The Muncher **is impressive enough not to need any hype. The main sprite is HUGE, at over half the screen tall. And he's pretty flighty despite that burden, keeping up with the best of the tanks, helicopters and innocent citizens (before eating them). I wasn't too keen on the way that the buildings collapsed a layer at a time, but there you go. Sound effects add a humorous aspect to the whole affair, with pathetic little squeals emanating from the unlucky victims about to be scoffed. The tune on the title screen could have been more atmospheric but on the whole, this is a relatively funny romp, which should provide plenty of short-term enjoyment (as long as you're into smashing things up, that is).**

PRESENTATION 70%
Tidy displays and concise menu screen.

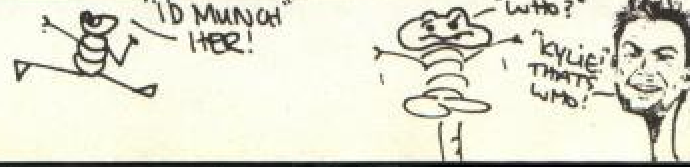
GRAPHICS 79%
Very large and surprisingly well-animated main sprite, which stands literally head and shoulders over the rather weedy backdrops.

SOUND 62%
Effective sound effects compensate for the somewhat jaded title tune.

HOOKABILITY 77%
Instant violence on screen. Who could resist the temptation?

LASTABILITY 65%
Although the is more to the game than just destruction, with only four levels lasting qualities are limited.

OVERALL 71%
A nostalgic look at the old B-movie monster idea. Good fun.



AMIGA

SIZZLER

POWERDROME

Electronic Arts, Amiga £24.99

●Scream down metallic corridors in EA's futuristic racer





As motor racing became more advanced, the need to improve speed increased. After all, the crowds go for excitement, don't they? The most significant advance came as space technology became more sophisticated. The designers used the technology to come up with the invention of hover-racers – wing-like craft that could float above the ground thus eliminating the friction of wheels on the track.

Over the years these craft have become more advanced, with manufacturers and racing teams trying to outdo each other year after year in the *Powerdrome* tournament. This is where you come in. You are one of the entrants in Powerdrome XXIV, representing the Typhoon Company in their top-class craft.

Racing can take place on one of five worlds, each with its own particular track design and racing conditions – such as storms. This requires the racing team to use a certain amount of strategy – choosing the correct wing adjustments to make and fitting the right engine filters, for example.

The race itself takes place on a track which is basically a metal trench with some nasty hazards along its length, such as dark tunnels, moving blast doors and horrendous hairpin turns. All these dangerous elements are bound to take their toll on your craft, damaging wing sections or overworking the engines.

Occasionally, there is no hope for a vehicle and it will just break down, so that it needs to be towed back to the pits (game over, man!), but if you're lucky you may be able to limp to the pits and watch as the drones repair the damage to your ship. However those wasted seconds could put you a long way behind in the race.

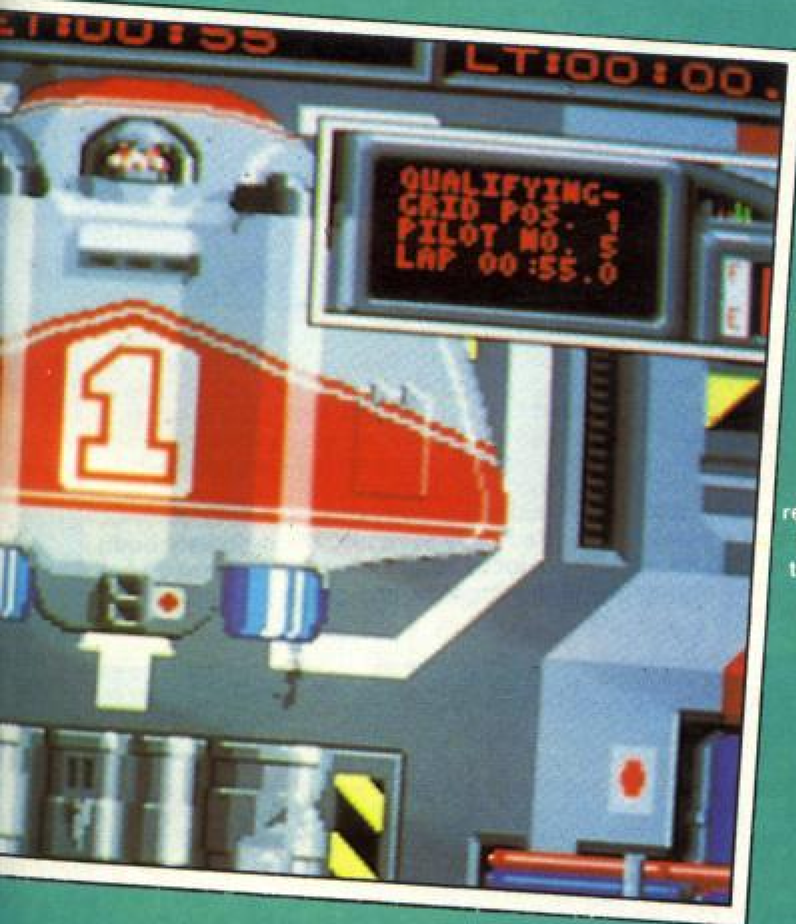


▼ Part of the great presentation behind *Powerdrome*

Well it's certainly taken its time to appear on the Amiga hasn't it? I mean I can remember drooling over the ST version of Powerdrome ***ages*** **ago in slobbering anticipation of the Amiga version. Now that it has arrived, it appears that all the fiddly points about the ST** Powerdrome **have been ironed out on the Amiga. For example the control method is now adjustable to your own requirements, a point which makes it far more playable in my book. As for the game itself, I think myself, personally, me, that it's the best presented racing game on the market (now there's a boast!). The amount of options is incredible, allowing you to completely restructure the game. But the cool presentation doesn't stop there – there are tons of nice touches, like twinkling lights in the tunnels, subdued lighting when you pass under a bridge and the repair screen . . . what else can I say but brilliant? Oh, there's a great game in there as well! But don't take my word for it, take a Typhoon for a spin today!**

▼ On the starting grid – it'll be a long time before you see those racers again!





◄ When you enter the pits, there are a whole host of features available: refuelling, repairs and the ability to alter the difficulty level (control method)

Can you manage to overcome the dangers of the Powerdrome circuit to win the Cyberneufe Trophy, or will you have to wait for the Powerdrome XXV competition? Well you can't really do anything without a copy of *Powerdrome*!



The early demo of Powerdrome **on the ST was amazing, with great 3D effects and speedy flying and I couldn't wait for the finished version to appear. Wh it did I thought that it looked amazing – nice graphics, brilliant presentation and exhilarating flying. Unfortunately, the controls were really hard to get the grasp of, so it took a long time to really get into it. The Amiga version has fixed that problem, giving you a system whereby you can fix your own control feedback, making it much easier to get screaming down the brilliantly drawn 3D tracks, zooming past your opponents and ramming straight into an unexpected hairpin bend! Well, it still takes a couple of goes to get used to the tracks! You wouldn't expect to get into a car and drive brilliantly straight away would you (shut up at the back)? All I can say is get yourself a copy of** Powerdrome **as soon as possible, and have a go at *real* futuristic racing! Well as near as you can get, anyway!**

PRESENTATION 95%
Excellent selection screens and intermissions and you can set the control level.

GRAPHICS 86%
Nicely drawn and shaded, but the speed suffers when things get complicated.

SOUND 70%
Adequate engine and wooshing sounds but the music is rather unmemorable.

HOOKABILITY 81%
As with all 'simulation' type programs, it takes a while to get into.

LASTABILITY 94%
You find that you gradually improve as you play and there is a choice of tracks.

OVERALL 93%
A well presented and programmed futuristic racing game which should keep speed and simulator fans happy.

Pacland

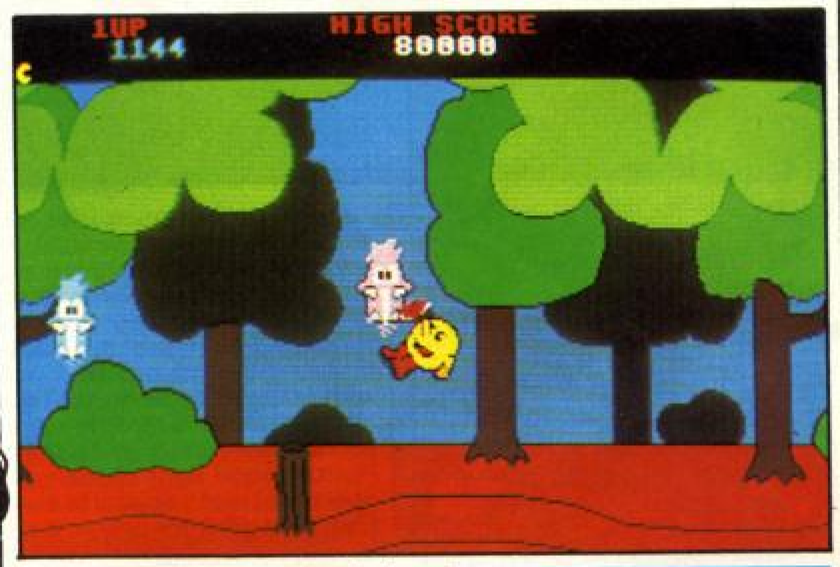
Grandslam, Amiga £19.95

After a hard day at work, Pacman likes nothing better than to return to his home in Pacland and relax with his family. Unfortunately, he can't refuse a soul in trouble, so when a lost little fairy comes to him for help who is he to refuse?

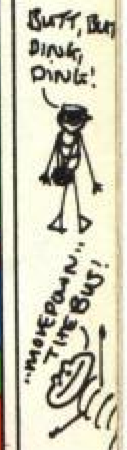
All across Pacland are many hazards, including Pac's enemies the ghosts which are far too much for a little fairy to overcome alone. So Pacman puts his best shoes on and pops the fairy under his hat ready for the adventure.



I was a great fan of the arcade original so I was really looking forward to the Amiga version. Now it's here I seem to be the odd one out, 'cos everyone else hates it and I like it! So what if the graphics aren't exactly like the coin-op and the scrolling's a bit jerky, it's stillgood laugh. Maybe it's just the fact that I can now play without having to spend loads of money but I don't care because I really like it. So don't pay any attention to those other miserable so and sos, check it out! You might like it too.



▲ **The thing you can't see here is the awful scrolling and the slow Pacjump**





I really like the coin-op and I though that the 64 conversion was brilliant. Now if the programmers can get a really good version onto the 8-bit machine, why is the 16-bit version so poor? The graphics are weak with poorly defined and animated sprites travelling over incredibly jerky backdrops. The sound isn't much better, consisting of a few twee tunes and some rather thin effects. And I wouldn't even mind that so much if the controls weren't so fiddly and the movement so slow. In fact, I'm pretty disappointed all round (very round in my case). Oh well . . .

PRESENTATION 68%
One and two player mode and a score table, but not a lot else.

GRAPHICS 52%
Cute sprites and simple backdrops, but poor animation and jerky scrolling.

SOUND 47%
Fair renditions of the arcade tunes, but it doesn't exactly push the Amiga to its limits.

HOOKABILITY 70%
Good fun to play the classic coin-op in your own home.

LASTABILITY 47%
Rather easy to complete, and fairly repetitive, so the lasting interest is a bit limited.

OVERALL 52%
A disappointing rendition of a thoroughly enjoyable arcade game.

The Kristal



▲ Lovely scenery, isn't it? Oh – please yourself then

Four disks! OK, so one of them is practically full of sampled Patrick Moore, but still, two and a half megabytes of game is a lot by anyone's standards. And from the look of things, that storage space has been used to its full potential, what with ten different planets, loadsa locations on them, character interaction, swordfights, space battles, brilliant graphics, excellent sound, totally absorbing gameplay and . . . well, that's it. Well, what more do you want? It's finally here and it's definitely been worth waiting for. £29.99 *is* a lot of dosh to fork out but you do get a lot for your money. So stop wingeing, and get to your computer shop NOW!



Addictive Games, Amiga £29.99

●Explore planets and solve lots of puzzles in glorious interactive 3D

While in a particularly alchohol-induced state, Malagar witnessed a vision from Ono, the Un-named One, telling him to go and pinch the fabled Kristal of Konos, from the Halls of Love. This he did, with the aid of the Sisters of the Black Void, causing the Halls to collapse around him with nothing left standing save a single pillar on which the word Love is inscribed.

Thing is, you see, evil does not always win. The Halls' oldest resident, the Essence, none too overjoyed at his sudden homelessness, destroyed Malagar's ship and all the crew and took back the Kristal. Hiding the jewel in a secret chamber on the very edge of time, he decreed that only one pure of heart and full of love (that's you) should find the Kristal and harness its power.

You take the role of one Dancis Frake and a half-minute or so sampled intro from none other than Patrick *Sky at Night* Moore signals the beginning of your quest. You are cast into a dangerous world – across ten different planetary systems – and must learn to interact with other characters, collecting and using various objects, trying not to get killed, and having a rather nice time of it.

The landscape incorporates both horizontally scrolling and static rooms and you've got to do your bestest to find that jewel and use it in an awfully nice way.



Aww, what a nice idea for a game! Find a crystal that will make you love everybody – isn't that sweet! You can tell that it's going to be something special the moment Patrick Moore starts gabbling on, with about thirty seconds of wonderfully clear, sampled speech. But then you get into the game itself. I think it's really clever the way the main character walks 'into' the screen to get to locations behind him. The worlds are packed with other characters, both good and evil, who are all willing to chat. Some are definitely more friendly than others and will help you in your quest, while some will just kick your head in, in a Pirates-esque fight sequence. The Kristal is an involving space opera that won't appeal to everyone – at 30 sovs it's quite expensive, but I think it's brill so it gets my vote anyway!

▼ You may have a few skringles but you wouldn't catch me in those trousers



PRESENTATION 90%
Pretty title screen with scrolling credit list, and thirty or so seconds of sampled speech to introduce the game.

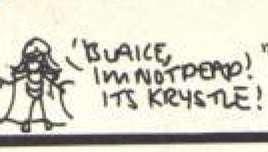
GRAPHICS 91%
Well above average sprites which are beautifully animated plus detailed and very colourful backdrops for the various locations.

SOUND 85%
Kristal clear (!) speech sample as well as a haunting title track and realistic effects to set a suitably atmospheric tone.

HOOKABILITY 88%
The ease of play and interactive element make the initial outset simple to learn and lots of fun.

LASTABILITY 89%
A solar system is a big place, and you'll spend ages trying to uncover its secrets.

OVERALL 91%
A totally absorbing mish-mash of styles, which may amount to Addictive's greatest game yet.





▲ The end of level: pumping ghosts into the containers for Big Points

THE REAL GHOSTBUSTERS™

Activision, C64 £9.99 cassette, £14.99 disk

I ain't afraid of no ghost! Well, you may not be, matey but, after the phenomenal success of the *Ghostbusters* film, loads of little kids were. So much so, in fact, that a new breed of 'busters has emerged – the REAL Ghostbusters. And they're everywhere! On the telly, in cereal packets, on toyshop shelves (those action figures are totally marv!) and now, via Activision, on yer very own, honest-to-goodness C64 screens, in a berrand new game!

The game's based on a little-known Data-East coin-op and has you taking control of the Ghostbusters, during a normal day at work. *Work* in this case is rushing around loads of different buildings, zapping ghoulies, ghosties and other paranormal types with your big gun and collecting the old ectoplasmic remains with your photon trapper. Dotted around the landscapes are plants and the like which, if shot at, may or may not uncover a host of extra goodies, which include better ammo, extra lives, invincibility, etc.

If you're man enough, you might even get hold of some protection in the form of your very own personal Slimer. That's if you don't get *slimed* first.

At the end of each level you'll find one or two big . . . what? Lemons, Alka-Seltzers, Jehovah's Witnesses, armadillos? Nope Great big ghastly, ghouly, ghostly guardians, who try their level best to halt your progress. Disposing of these demonic denizens reveals a key, which you must pick up to open the door leading to the next building. Woo!

So – who ya gonna call? No, not the fire brigade, prat! The Real Ghostbusters, that's who!



Everyone's going Real Ghostbusters **ke-rrazy at the moment, what with the cartoon, comic and who knows how many different action figures, so it was just a matter of time before the license was whipped up by someone to make the game. Only problem is, it's not nearly as good as it could have been. Graphicaly it's passable, although the colour scheme is a little gaudy, and the sprites are only average. Sound effects are not exactly mind-blowing, either. While the game cannot be classed as an all-out blast, I wouldn't really call it an arcade adventure either. One for the kiddywinks methinks, as it's a bit basic all round.**



In the arcade stakes, the Real Ghostbusters **coin-op isn't exactly the most exciting thing out since** Galaxy Force**, but for your 8-bit home micro, it's pretty nifty stuff. They could have made a better job of the splurgy, graphics and the droning sound but the gameplay itself is pretty good fun. It may not last all that long, but who cares about that when you've got plenty of ghosties to blast, loads of Slimers to release and more than enough action to keep you on the ball (fnar fnar)? As long as you're not a dead serious Mr Tefal-brains gadgi and don't mind a bit of good, clean, mindless blasting fun, get out your hoover and give this a go.**



I think the cartoon of The Real Ghostbusters **is well class, and the game will ride on the back of it, because it sure won't sell on technical merit. The 3D is unrealistic, with the little (and I mean LITTLE) bloke looking as if he's crawling around and sound, apart from the fair rendition of the** Ghostbusters **theme tune, is basic, to say the least. Add to that a completely unchallenging game overall, and it all amounts to, erm . . . nothing much, really.**

▼ The graphics may not be superb, but the gameplay's pretty good



PRESENTATION 67%
One or two players with simultaneous two player action.

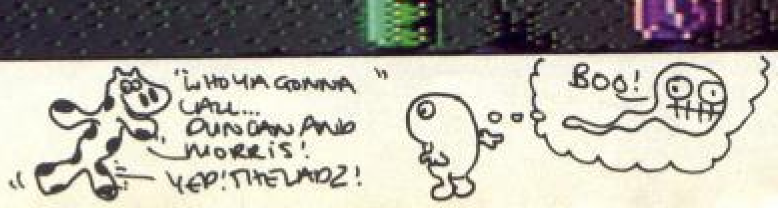
GRAPHICS 34%
Sloppy, unconvincing 3D made worse by small, poorly animated characters.

SOUND 45%
Not very innovative effects. The *Ghostbusters* theme tune is nice, though.

HOOKABILITY 76%
Dead easy to get into – especially if you like *Gauntlet* games or *Ghostbusters*.

LASTABILITY 42%
Fairly low in long term playability, what with only ten rather repetitive levels.

OVERALL 67%
Not as good as it might have been but still quite fun in the short term.




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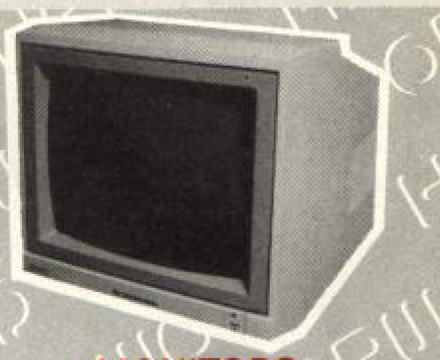
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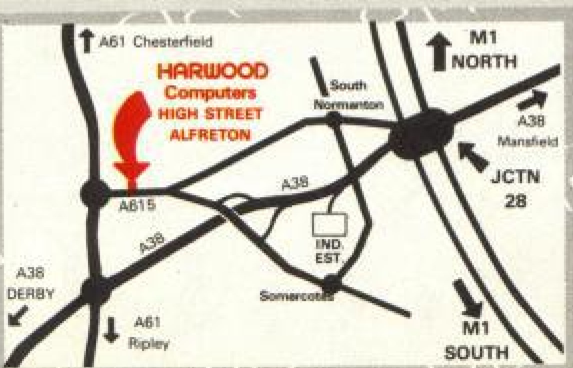
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Well, we're going to answer that question for you, because we have here on offer to ONE lucky reader ONE fabulously cool transparent tv: you could keep meat fresh on it for an unspecified number of months, it's that cool.

What about the runners-up? Well, there'll be 25 of you. And what do you win? It's like this . . . each of you will win a *Forgotten Worlds* T-shirt, sunglasses and a copy of the game (all of which the winner will get as well).

Good, eh? Yeah, well – we're not giving them away for nothing, you know. There'll be a bit of Manuel Labore involved before you can get your podgy digits on these cream cakes, Simon. What we want you to do is this. See those two pics below? Well, there are FIVE differences between the two drawrrrings, and we want you to write down what you think they are on the back of a postcard and send them off to us. First out of Lloyd's undies **before 13th June, 1989** wins the prize; next 25 get the other goodies. Next ten million get nothing. Tough, innit?

Oh – I nearly forgot (Crap Jokes Inc), the address:

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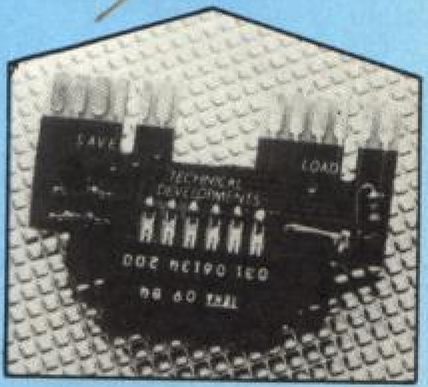
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ZZAP! Rrap



Welcome, raunchy rib-ticklers, to another session with Lloyd and his whip. This month we're back in glorious Gaudycolour, and we're packed full of little surprises and big heartedness. Not only is this month historic in its significance (Issue 50, and we've got rid of the motley hooligans at last), it's also the first time it's felt like Summer in this stunted little town of ours. I digress; on with the Rrap.

64 RACING GAMES IN SHOCK HORROR STUNNA

Dear Lloyd,
I really agree with Leo Landmeter in the December issue when he says that there haven't been any good racing games in the last few years.

But I would like to go even further and say that there never have been any good ones available for the 64. It's a simple fact and I'm sure most people would agree. After all these years, Atarisoft's conversion of *Pole Position* and Elite's conversion of *Buggy Boy* (which I don't consider a real racing game) still must be regarded as the best racing games available.

Sure, a lot of people seem to think that *Pitstop 2* and *Supercycle* are very good games, but I wouldn't go along with that, not at all.

They are both very polished and good looking games. But, and this is the crucial point, the track stays in the centre all the time without changing perspective as the car turns. If it does, it doesn't matter what the update is like (in this case extremely smooth).

If the 3D in a racing game is to be convincing, the perspective of the track just has to change. This is a very basic fact, to say the least. Just imagine what the coin op version of *Outrun* would have looked like if the track stayed in the centre all the time.

The lack of good racing games for the 64 is even more irritating when you consider the flood of them in the arcades, most of which are excellent. But instead of getting good conversions we get some of the worst games ever to appear on the 64. *Roadblasters*, for instance, was just incredibly worthless.

Hopes were however higher for *Wec Le Mans* as Ocean were going to convert it. Ocean, which is among the best software houses around for the 64, might do a much more professional job. But instead, to everybody's great disappointment, they failed to a stunning degree. And what really disgusted me was the hype your magazine created in an utterly silly article in the January issue. I have to say, though, that it was very much unlike you.

The question we now have to face is whether it really is possible to make a good racing game for the 64. It certainly begins to seem as if they're doomed. But even the Amiga is yet devoid of a decent racing game – strangely enough the Spectrum and Nintendo have good ones though.

What would be most interesting to see is what some really clever people could do. People who put in a professional effort and take pride in what they do.
Ola Hansson, Sweden

It's true there haven't been any really brilliant racing games since* Buggy Boy *but I think you're being a bit hard on* Pistop 2 *and* Supercycle. *I've enjoyed playing both those games and when I'm sitting on the edge of my chair with my goggles on, shouting and screaming, the absence of a bit of extra 3D doesn't make all that much difference. As for* Wec Le Mans, *though the preview version we saw looked pretty good, the final product didn't match up to that – and got 40%. Personally, I think it's about time someone managed to put together something as good as* Pole Position *again – anyone out there fancy trying?
LM

THOSE APRIL FOOLS IN FULL

Dear Lloyd,
I think that I may have found the April Fool surprise in the April ZZAP! edition.

Could it possibly be on page 53 in the last sentence where it says: 'Send off the form BELOW April 11th'
Instead of saying:
'Send off the form BEFORE April 11th'.
Peter Roberts, Surrey

. . . I have found the April Fools Surprise. It is on page 88 – the Amiga rendale Genlock is a load of cobblers. So send my prize.
William Salt, Scunthorpe

. . . The mistake in ZZAP! is on page 7 where it says Merry Christmas when it's not even Christmas.
Glen Pattison, Dorset

. . . I've found it!
The April fool's joke in magazine number 48 is the telephone numbers.

When you phone for Ken D fish you get Maff Evans. When you phone Maff Evans, you get the competition. And when you phone for the competition you get Ken D Fish.
Darren Barkey, Hants

. . . I think I have found the April fool joke in your brill mag, I was flicking through the pages this afternoon when I decided to check out the Screwy Scores page, just to see if anyone had beaten my Scores, when I spotted a game called *Zobtrousers* by Fishysoft. This is fishy I thought – then I came to the conclusion that this game doesn't exist. 'Way ey', I thought – I have found the April Fool Gag. So then I did a mega strop and wrote this letter to claim my April Fools Prize.
Marc Spence, Leeds

. . . The best thing to do would be to drop the idea next year and catch people totally unawares the year after.
Anon

. . . Please can you send me more details of Mr Take the Mickey's hydraulic chair. You fooled me last year but those drawings were a dead giveaway. Still, it was a good joke.
Andrew Goodall, N. Humberside

Mr Takemika's pretty surprised that no-one believes in his chair and Fishysoft are getting a bit fed up with being told form-ally (geddit?) they don't exist. Speaking of soft fish – Ken admits to having made a total mess-up of the hotlines – he's no fool. Oh yeah – none of you win any prizes because the April Fool was that there weren't any – so it's goodnight from me and a Happy New Year!
LM



ZZAP! RRAP

DEATH'S JUST NOT THE SAME ANYMORE

Dear Lloyd,

. . . I've been driven mad by crash/dying scenes on computer games. I have noticed two extremes. *Parallax* for instance: a brilliant gJ but it takes five minutes for you to die. While you're thinking about what to do next time and are raring to go it is still playing you this pathetic, unmusical tune which basically says:

'Ha, Ha, Ha you lost'.

Another example of this was when I played *Lombard Rac Rally* on my friend's (forgive my cursing on this clean – well nearly anyway – mag) Atari 520 ST FM (Yeuch). I was going so slow that the speedometer wasn't even registering but when I hit a haystack with the front of the car, a dollar sign flew skywards!

The other extreme is in *Test Drive*. You are in a Ferrari Testarossa (vrooom!) doing 180 MPH (vrooom!) you fly off the end of the cliff (weeee!) and you crack your windscreen.

Also, in *Spitfire 40* (old as it is) you are in a 90 degree drop, maximum speed, maximum revs and yet when you hit the ground you crack the window (again). Can't those stupid people who get together and call themselves software companies get their act together and make more elaborate (but not tedious) dying scenes.

I M N Webber, Croydon

Yeah – I think end of game screens are definitely worth waiting for – even if it means loading in a bit of extra data at the end of the game. There are some pretty good ones about though. The programmers of Silkworm *for example went out of their way to create a really nifty end of game sequence even though the coin-op itself hasn't got one. So come on all you boring end of game screen programmers, get your act together and really start to groovy on down. By the way, I disagree about the end-of-game sequence in* Parallax *– we all think it's brill.*

LM

IS GORDON REALLY THAT FAT?

Dear Lloyd,

Is Gordon really that fat?

Because you talk about him as if he was a 50 foot tall blubbery ball of lard.

Could you please show a diagram in the next edition of ZZAP! of Gordon in comparison to the Virgin Atlantic Balloon.

Richard Showell, Essex

Yes, he's really that fat. When Gordo sits down in Ludlow they can feel the vibrations as far away as the Empire State. Take a look at our diagram if you really want proof.

LM



BUGGER ALL MONEY SPEAKS

Arl-reet Lloyd yer shandy drinkin' man, woman, man.

Ah thought I meet as well reet yees a letter, considerin' that Stavros wrerte y' one. Ah would of wrert in blud but ah've turned into a reet pasifist. AHHH April Fool! What's that? It's may? Any reerd up! Wot I wanted to say is wot's so wrong about violent computer games, they're nuthin' compared to reeal life like me punchin the Newsagent's friggin light's out to get me copy of ZZAP!

At this very moment in time I'm 'punchin' away at me computer to mayke me very owwn geyme where y' drink and smerk as much beer and tabs as possibul, then kill each other. Aye, it's greeut man! Ah think me letter deservs a £30 Beer and Tabs vowcher or yees'll find yee'll have trouble warkin' on account of me shuuuin Ken D Fish up y' Jaxi, pal . . . BLOOOOAAARGHHH. Whoops, there gows me Brekfust.

Beer, Tabs a load of unnecessary violence

Matt 'Buggerallmoney' Honeyball, Eastbourne

Do any more famous people read ZZAP!? We'd love to hear from you.

LM

REALLY STUPID PRICES

Dear Lloyd,

I feel it's about time somebody wrote in and complained about the really stupid prices that Amiga owners are having to pay for their software.

I myself am an Atari owner, and fully accept that the ST is not as powerful a machine as the Amiga. I also appreciate that software houses cannot always spend time developing products just for the Amiga, because of makket forces, but why on earth must they pay an extra £5 for their games when all they are getting is ST port-overs.

I know the reason given for the 8-bit software price difference, (Spectrum games often being £1-£2 cheaper) was that they expected to sell more on one machine than the other because of the larger user base, so they could charge less and still make as much. I can accept this to a point, because 2 separate programming teams were needed, one for the 64 and the other for the Spectrum. Where as Amiga software uses the same chunks of code as the Atari, making them identical, needing one programming team to produce 1 product for the 2 machines.

SO WHERE'S THE NEED FOR THE EXTRA £5 PER GAME?

Anyway I think £20 for a 16-bit game is still too expensive and feel that if the price isn't reduced, sales for the Amiga and Atari will begin to fall off. I congratulate US Gold for leading the way with their latest batch of software for the more acceptable price of £14.99.

One last point worth making, when the C64 was a new machine with a small user base (much like the one the St and Amiga has now) games were only £6.95 or thereabouts and went up – with the exception on budget labels) as the market grew. Let's pray the same does't happen on the new 16-bit machines.

I hope this letter stirs some reaction and climaxes in a drop in software prices across the board.

A F Stevens, Southend-On-Sea

As I've said before, I reckon that everything above about 25 quid for an Amiga game is a bit of a rip-off but as with everything else you've got to remember that the software houses have to make a profit, otherwise they won't survive. There are all sorts of production and marketing costs apart from the programmers' salaries to consider and most Amiga games still don't shift as many units as their ST counterparts, and certainly far fewer than 8-bit stuff. Piracy does its bit to keep prices up as well. Still, let's hope the £14.99 price tag catches on – if you ask me, as long as the quality stays the same, the cheaper software gets, the better.

LM

KEN THE FISH IN SMASH HITS!

Dear Lloyd,

I've been forced to write this letter to warn Mr Fish about an imposter. In *Smash Hits* (8-12 March) I saw an ad for a bloke wanting a penpal whose name, so he claims, was Ken The Fish!! He says he's the first typing goldfish in the world! I'm sure you're shocked to hear this and wish to take immediate action against this dastadly rip-off merchant. So, I have cut out the ad in question and included it in this letter. Justice must be done (rant, rant etc.)!

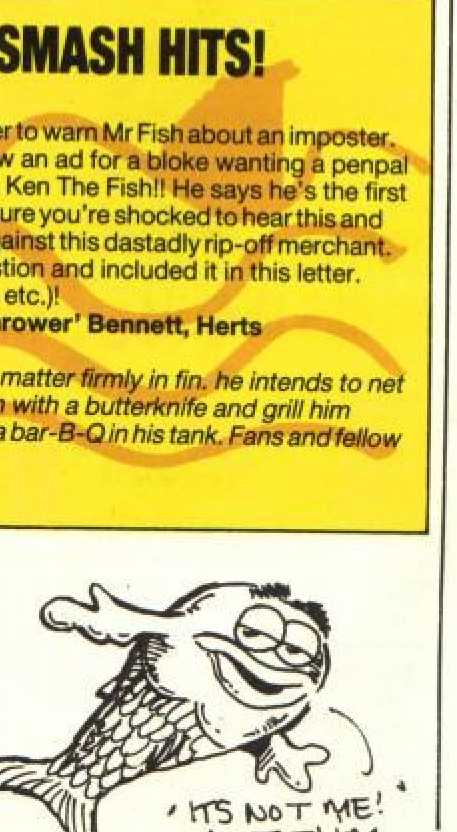
Stephen 'Where's My Flamethrower' Bennett, Herts

Ken assures me that he has the matter firmly in fin. he intends to net this dastardly imposter, fillet him with a butterknife and grill him remoniously over an open fire at a bar-B-Q in his tank. Fans and fellow fish are welcome.

LM

BADGE WINNER

Glub, people! I'm the world's first typing goldfish and I'm known as Ken. I like Pet Shop Boys (naturellement) and the very fishy "Roach"ford. It's been five weeks since I was bought, so I'd like a penpal of about 12 years old (?!!!). Write to: Ken The Fish, The Bowl, 10 Herries Road, Glasgow G41 4DF.





ZZAP! IS CRRAP – OFFICIAL!

Dear Lloyd,
It saddens me to write this, but issues 47/48 have caused me to feel the need to complain. ZZAP! 64 used to be funny, yet informative and interesting to read. It was the best for games reviews, and the reviewers seemed to be a bunch of young blokes enjoying what they were doing.

The decline began, in my opinion, when Gary Penn left, yet it was only slight. Things seemed to improve when Gordon Houghton became editor, but now everything's gone out the window. The main reason for complaint is due to the new look. It's completely awful. ZZAP! 64/Amiga looks like a kiddy's comic, with the crayon-type lettering and cartoons looking like the work of a five-year-old. Shoddy, very shoddy.

The magazine has got smaller and smaller than ever siJ Christmas, and yet there are more and more reviews. Such extensive Amiga reviews seem pointless, as they only account for 3% of the computer market, yet they are taking over ZZAP!

Interesting content has vanished completely. What's happened to interviews, special features and articles, etc? For years people asked in Rrap for a magazine full of reviews and very little else. Now they've got it, but it's so boring!

I've read ZZAP! from the beginning, and never before has it degenerated into such a pile of crap. The only reason I buy it now is because it's a habit, and I like to know which games to buy (the C64 game reviews are still good, it's about all that's left). I've bought ZZAP! from the beginning, and never before have I felt the need to look out for other Commodore magazines. Now I do. I used to look forward to ZZAP! every month. Not anymore.

I'll probably be insulted now, Lloyd, won't I? Not that I care, of course, I simply wanted to make my point. Scrap the new look (it's unprofessional), cut back Amiga reviews a bit (they're boring) and bring back something interesting to read in ZZAP!
Michael Donlevy, Middlesex

Well, the new look ZZAP! couldn't be everyone's cup of tea I suppose, but you've got to admit the old design was starting to look a bit jaded. As for features, we'd like to put loads more in but like all computer mags, we're feeling the advertising pinch. While we get a relatively low number of ads we just can't afford to print more pages – it's as simple as that. Still, a little look into LM's crystal ball tells me that all sorts of changes may be in the offing – you'll just have to wait and see!
LM

I HAVE COMPLETELY MADE UP THIS LETTER

Dear Lloyd,
I have completely made up this letter because I am stupid. Do I win a prize?
R 'Brucie' Bennet, Evesham

No.
LM

EAT THAT ZZAP! 2

Dear Lloyd,
RE: 'EAT THAT ZZAP!'
I didn't eat Issue 45 the other day, I ate a vintage Issue 24 and thought it tasted b****y disgusting – too sour.
Rob Purvis, Jersey

THAT DIET THANG

Dear Lloyd,
In answer to your 'best diet for the wobbly one' competition, here are a couple of ideas.

1. One night, Gordo goes out and eats about fifteen huge vindaloos, ten tins of baked beans and a hundredweight of prunes. Then goes and weighs himself (if you can find a scales that will support his bulk). In the morning, after he has spent an hour or two on the toilet, he should weigh himself again. The difference between the two weights will be astounding.
2. He eats absolutely sod all and drinks nothing but water for about a year.
3. He eats ten hand-grenades (without the pins), waits a few seconds, then looses a lot of weight very quickly.

Robert Barry, Gwent

IT UZIS PLAYABILITY

Dear Lloyd,
In the ZZAP! January Issue, the reviewers wrote it was a pity that Ocean didn't add an UZI sub-machine gun with a copy of *Operation Wolf*.

Well, as soon as I had a copy of *Operation Wolf*, I found a solution:

I took an old joystick, removed the stick and bought an UZI 9mm at the local toyshop. Then I joined the joy without stick and the UZI together and now I have some kind of *Op Wolf* arcade version!

If anyone wants to have some tips for making an *Operation Wolf* arcade version, then write me under:
Schwarzenegger, Rotterdam

'NETS OOT FOR THE LADZ!

AFTER ZZAP'S COMPUNET CAPERS HELLO'S GO TO...
JAY! TRANCER! JAE! KATT! **JEAN** Perdi TORQUE! MEDUSA! CRYPTO! OMI! TOPCAT! PETE! (ORAL!) RASTER! GARY! DIESEL! PIGLET! PUGWASH!
very big hi to PSY AND COS! WE'LL SEE you at CBM show! luv from Randy + Mankie!

BACKING OUT OF ISSUES

Dear Lloyd,
Why not make the tips section bigger, like bung in a few out of back Issues 'cause quite a lorra people didn't know ZZAP! existed until about a year ago.
Ian Warwick, Aldershot

Trying to get out of buying back Issues, eh? It wouldn't really be fair on everyone who's been buying ZZAP! for ages, to start repeating tips they'd already got, would it? If you really want a few older tips, start filling those back issue forms in now!
LM

Well, that's it for this month folks. By the way, Gorgeous of Bridlington, if you want to send me any more letters like that, please mark them personal – I want to open them alone. Any other missives of a personal, public or private nature will be gratefully received by: LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.. Byeeeee!

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If you're the kind of nauseating individual who's into gratuitous bad language and violence (like 75% of the ZZAP! team) (ie, except Maff) (sorry, Maff), then you'll warm to Again Again's latest product.

Gilbert The Alien is going to be suitably repulsive, slimy and snotty; and to win one of our special goody bags (details below), you'll be asked to enter a repulsively slimy and snotty competition. But first of all – what's in the goody bags? Well, there'll be a T-shirt, a joke book, a bendy Gilbert, loads of horrible goo and a copy of the game. If that doesn't make you feel completely sick, you're an alien.

The competition to win one of these vomitworthy surprises involves you drawing a picture. We want you to come up with the most repulsive bogey you can possibly draw – first ten out of the bagwill win the goodies. Simple, eh?

Send dem drawring off before dat June 13th, 1989 to this address:

Green Bogey Comp,
ZZAP! Towers, PO BOX 10,
Ludlow, Shropshire,
SY8 1DB.

Happy picking!

COR BLIMEY!

THE BUDGET BIT!

TETRIS
Mastertronic, C64 £2.99 cassette

Glasnost seems to have finally filtered through to the 64, with the release of *Tetris*. Hailed as the first Russian computer game, Mastertronic are dishing it out for less than fourty tabs.

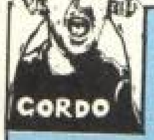
So what's it about? Attack the White House from space? (ooh, topical) No. Create as many lines as possible using various shaped blocks? No. Sorry, yes.

The playing area consists of an empty rectangular space, with said shapes freefalling from above. You must determine the best place to plonk the shape, whether you want to swivel it on its axis, and keep it away from shapes you don't want it near, all in the time it takes to get to the bottom. Once a full line has formed, it will leave the screen, giving you more space in which to work.

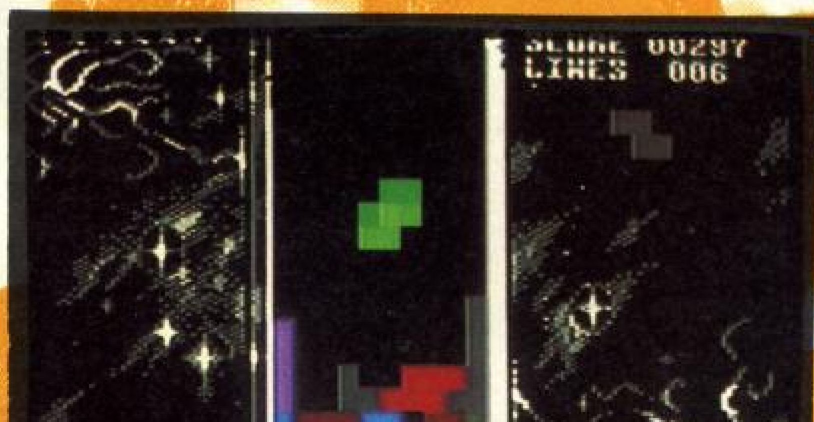
And here's us thinking they were plotting retaliatory measures to Star Wars. (ooh, topical).



While everyone around here thinks that I'm a proper meathead,'m not averse to a bit of noddle-burning. And Tetris fits the bill perfectly. It hasn't got mindblowing graphics, and it doesn't need them, because what is here is fab and triff anyway. Just get yer basic idea, make sure it's a good one, chuck in a mellow twelve-minute soundtrack, and Jimmy Tarbuck's yer second cousin (ho ho). A totally addictive piece of programming from the same team that brought you the INF Treaty (ooh, topical).



Why oh why (tell us, Mrs. H. of Notting Hill . . .) Why is it that the simplest ideas turn into cracking games? Tetris, although being a puzzler, will appeal to a wide section of the game buying market, due to the fact that you have to use your reflexes as well as your head, whizzing blocks around here and there to get the correct position in the playing area. Outwardly, Tetris doesn't seem an interesting prospect, appearing rather bland in fact, but just get your teeth into it. It's grand, lad.



PRESENTATION 67%
Rather bland, but neat, and has a smooth control method.

GRAPHICS 63%
Neat all round, without being flashy.

SOUND 92%
A corker of a ditty, lasting for approx twelve mins.

HOOKABILITY 92%
Addiction city from the word go.

LASTABILITY 87%
Stock the fridge with Ritz crackers, missus, there's a few late nights ahead.

OVERALL 98%
Brilliant.

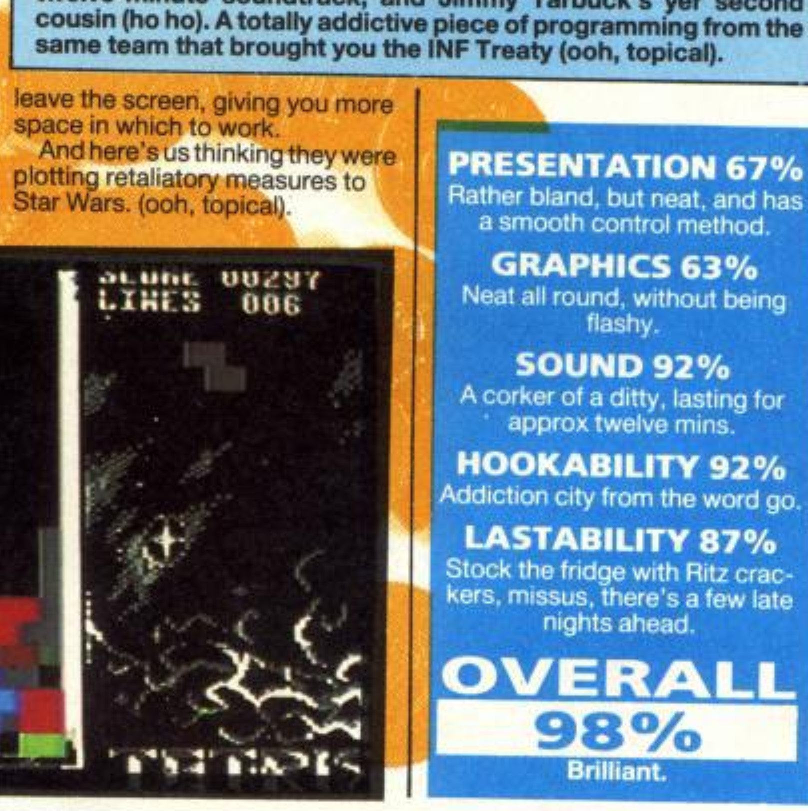
LAS VEGAS CASINO
Zeppelin, £2.99
Reviewer: Maff

All the fun of losing lots and lots of hard earned dosh, without losing lots and lots of hard earned dosh! Black Jack, Craps, Roulette and Baccarat, all there, ready and waiting for you to test your luck and skill and that sort of thing.

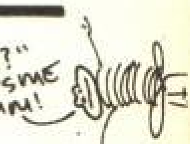
Starting with a 'paltry' £250 (paltry? That would pay for my car insurance in August!) you've gotta do what you've gotta do, and knock it up to an utterly magic (Timmy Mallet Impressions Inc.) fifty thou.

To be quite honest, I've never seen any point in games like these. Just like all those fruit machine sims, it's a barrel of fun for about sixteen minutes, until you realise that you're not going to win anything. Oh well, more turkey escalopes, Morris?

OVERALL 34%







MANIC MINER

Mastertronic, C64 £2.99 cassette

Enter Willy. Strong of heart and thick of head, it's decided that the rumours of untold riches are too much to go unheeded, so it's out with the pickaxe and rope, on with the hard hat, and down into that hole.

Beginning with three lives and an air supply for each life, the aim in *Manic Miner* is to collect the flashing objects strewn around in each room and make it to the exit, before the air runs out. And as if that isn't bad enough, there's the added disadvantage of having some of the most vicious denizens of Surbiton's Hell on your back. Winning means negotiating all twenty caverns and getting out at the other end. Go on Wills, you can do it marra!



Yeeaaahhh!! Everyone's favourite strike-breaker has come back to the 64, for the benefit of those who missed him the first time, and he's not lost a scrap of his original charm, flair and good taste in hats! It still has the cutesy factor, with the hilarious 'baddies' (I mean, how can a toilet be classed as a threat to mankind?), there's the bubbly FX and that marvellously grating title tune and after (harumph) years that murderously addictive playability still exists. Manic Miner **is harkening back to a glorious past, and at £2.99 a luxury we can all afford.**





What can one say? Brill, fab, marv, yeeha, and stuff like that. Cos my all-time fave game is here once more. Once more can I sit in awe over the bouncy sprites, the terrific sonics and the devilish addictiveness which are Manic Miner**. A legend in anyone's lifetime, this game is a must for anyone not already in possession of a copy, and at under 3 coins is cheaper than going to the museum!**

PRESENTATION 88%
Jolly screens, a chirpy intro and heavenly controls.

GRAPHICS 89%
Wonderfully atmospheric and funny. A tad small but exceptionally well animated and colourful.

SOUND 67%
Too few sound effects, and a screechy title tune set the tone to a tee.

HOOKABILITY 96%
So easy to get into, yet you'll stick to it like it was Superglue, it's that addictive.

LASTABILITY 94%
So frustrating, but you'll thoroughly enjoy having your brain turned into putty.

OVERALL
95%
Only Willy can do it. A classic title, and a steal at the price.

PARA ASSAULT COURSE

Zeppelin, £2.99
Reviewer: Paul

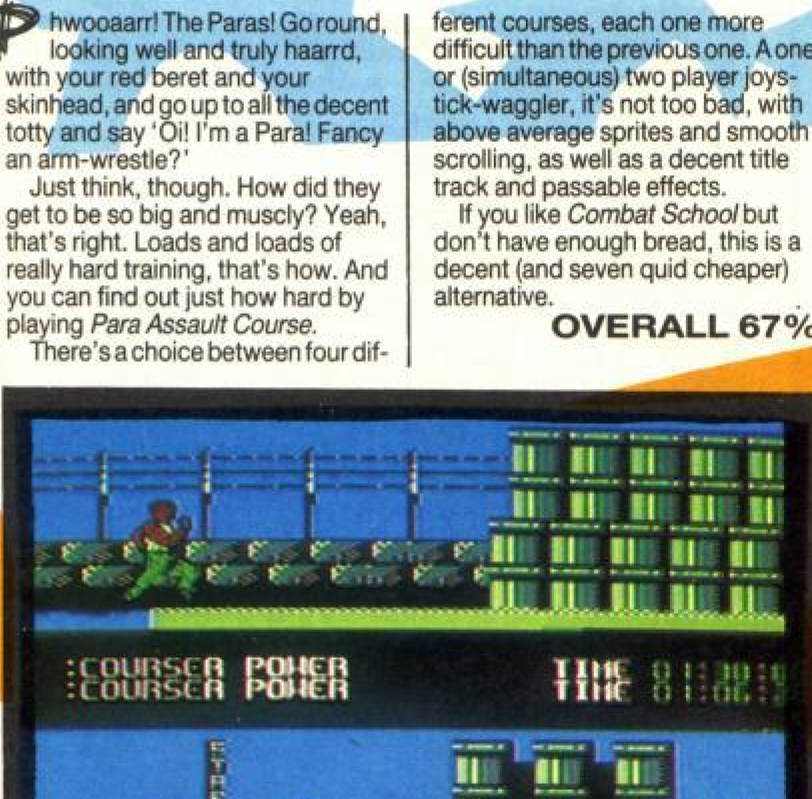
Phwooaarr! The Paras! Go round, looking well and truly haarrd, with your red beret and your skinhead, and go up to all the decent totty and say 'Oi! I'm a Para! Fancy an arm-wrestle?'

Just think, though. How did they get to be so big and muscly? Yeah, that's right. Loads and loads of really hard training, that's how. And you can find out just how hard by playing *Para Assault Course*.

There's a choice between four different courses, each one more difficult than the previous one. A one or (simultaneous) two player joystick-waggler, it's not too bad, with above average sprites and smooth scrolling, as well as a decent title track and passable effects.

If you like *Combat School* but don't have enough bread, this is a decent (and seven quid cheaper) alternative.

OVERALL 67%



OCTOPLEX



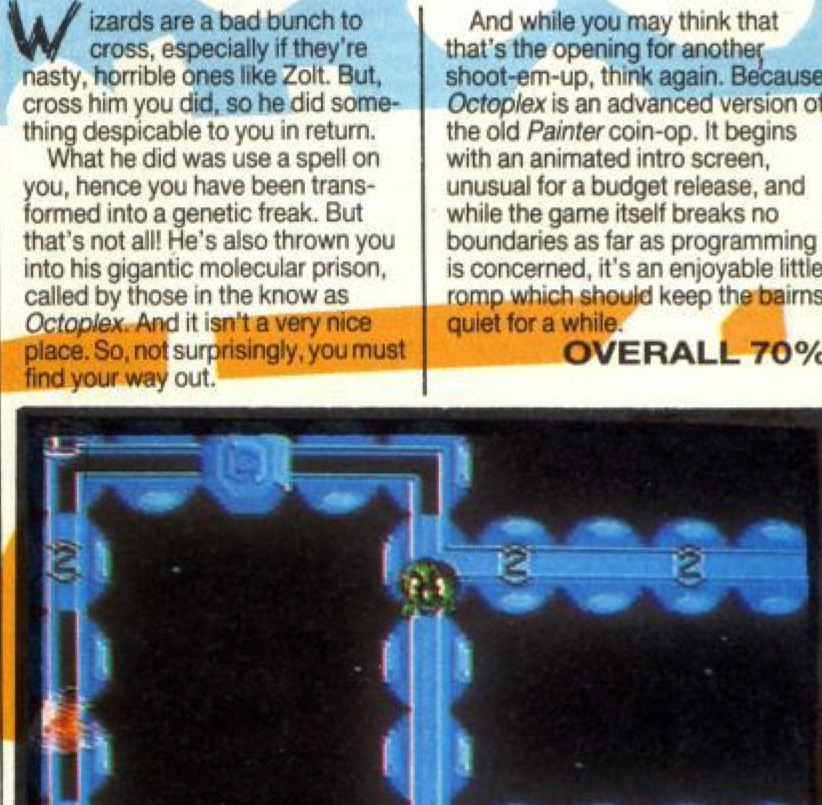
Producer: Mastertronic, £2.99
Reviewer: Gordon

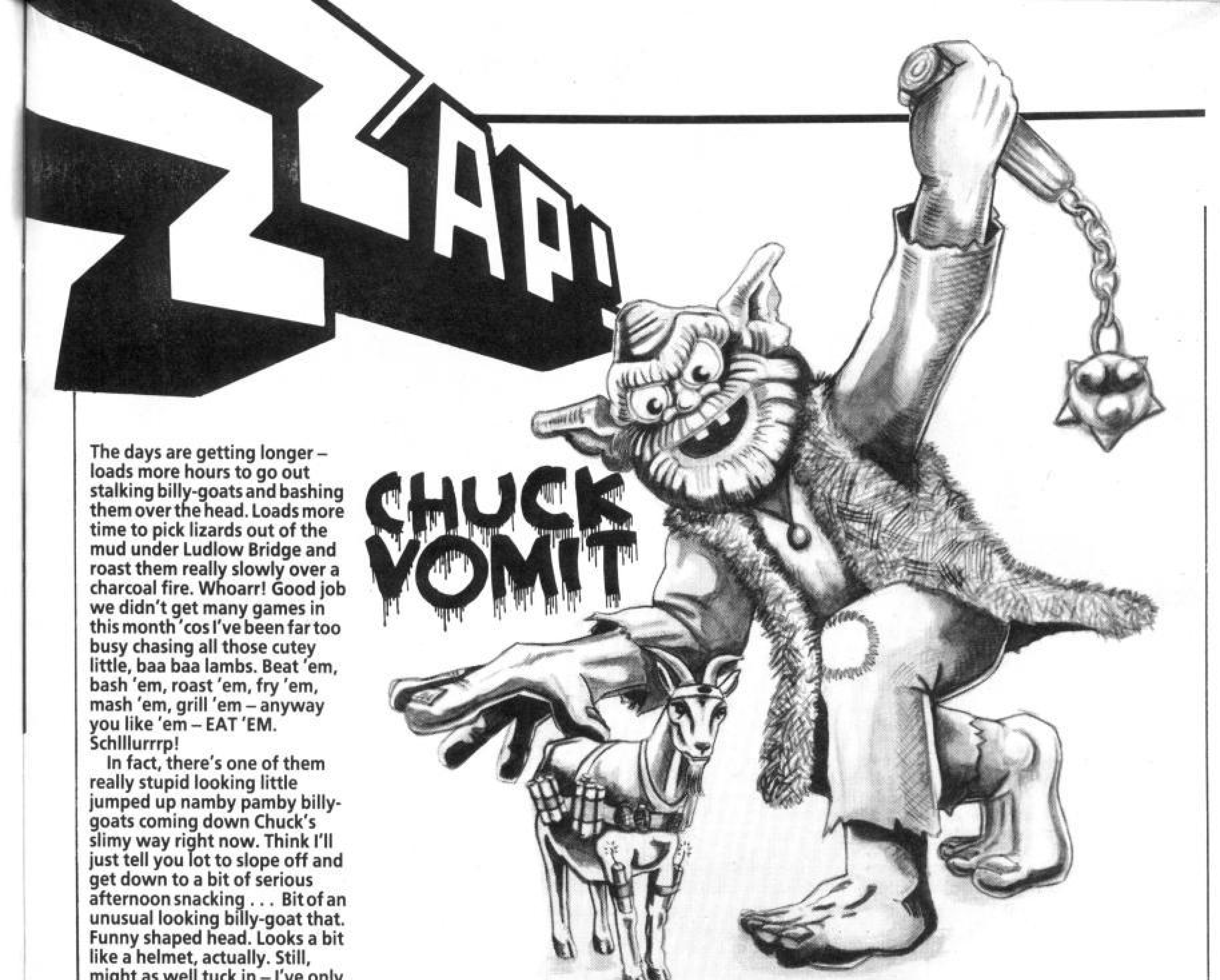
Wizards are a bad bunch to cross, especially if they're nasty, horrible ones like Zolt. But, cross him you did, so he did something despicable to you in return.

What he did was use a spell on you, hence you have been transformed into a genetic freak. But that's not all! He's also thrown you into his gigantic molecular prison, called by those in the know as *Octoplex*. And it isn't a very nice place. So, not surprisingly, you must find your way out.

And while you may think that that's the opening for another shoot-em-up, think again. Because *Octoplex* is an advanced version of the old *Painter* coin-op. It begins with an animated intro screen, unusual for a budget release, and while the game itself breaks no boundaries as far as programming is concerned, it's an enjoyable little romp which should keep the bairns quiet for a while.

OVERALL 70%





The days are getting longer – loads more hours to go out stalking billy-goats and bashing them over the head. Loads more time to pick lizards out of the mud under Ludlow Bridge and roast them really slowly over a charcoal fire. Whoarr! Good job we didn't get many games in this month 'cos I've been far too busy chasing all those cutey little, baa baa lambs. Beat 'em, bash 'em, roast 'em, fry 'em, mash 'em, grill 'em – anyway you like 'em – EAT 'EM. Schlllurrrp!

In fact, there's one of them really stupid looking little jumped up namby pamby billy-goats coming down Chuck's slimy way right now. Think I'll just tell you lot to slope off and get down to a bit of serious afternoon snacking . . . Bit of an unusual looking billy-goat that. Funny shaped head. Looks a bit like a helmet, actually. Still, might as well tuck in – I've only had a slop bucket of lizard's stew and pile of lizard plop today and I'M STARVING. Yeah – FOOD!

BANG!

. . . AAAAAAAAAAA-ARRRRRRRGGGGGG-GHHHHHHHHHHH-HHH!

POLICE QUEST

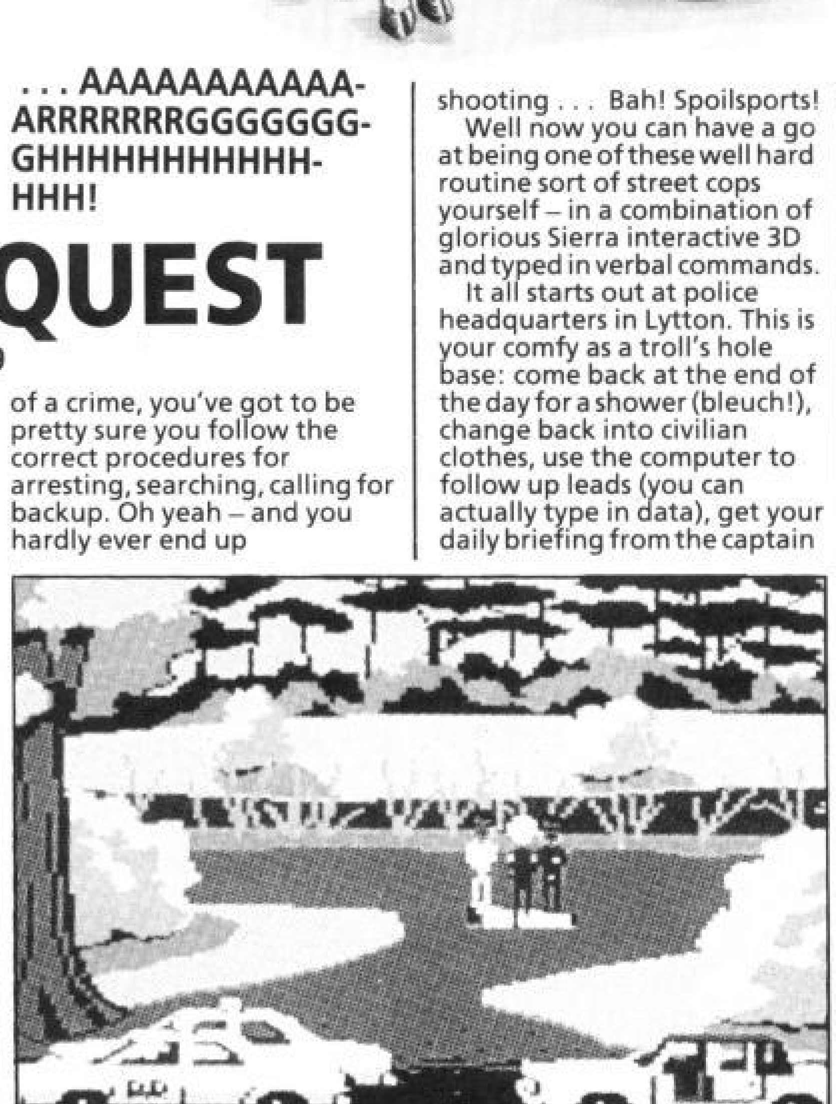
Sierra/Activision, Amiga £24.99

And you thought life in the good old US of A was all donuts and MacDonald's – even for cops? Yeah, well, you shouldn't believe all those cute things they tell you in Sesame Street (Who ever heard of a talking bird, anyway?) On the other hand, no one in their right mind would believe all that screeching tyre and designer jumper Miami Vice stuff either.

So what's it really like for your average, ordinary cop wearing out shoe leather on the streets? No lizard's toenail, bumper Christmas party, I can tell you. There's loads of driving around and performing petty traffic duty for a start. And when you do finally get called to the scene of a crime, you've got to be pretty sure you follow the correct procedures for arresting, searching, calling for backup. Oh yeah – and you hardly ever end up shooting . . . Bah! Spoilsports!

Well now you can have a go at being one of these well hard routine sort of street cops yourself – in a combination of glorious Sierra interactive 3D and typed in verbal commands.

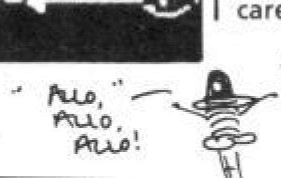
It all starts out at police headquarters in Lytton. This is your comfy as a troll's hole base: come back at the end of the day for a shower (bleuch!), change back into civilian clothes, use the computer to follow up leads (you can actually type in data), get your daily briefing from the captain – the usual routine.

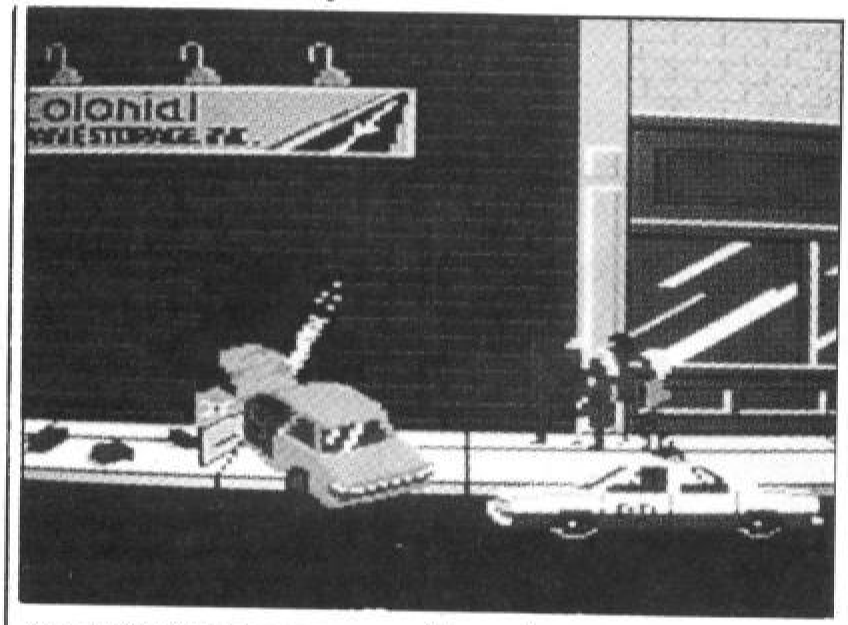


Your patrol car's just outside and most of the action involves manoeuvering it about an aerial view map of Lytton's streets. The idea is that once you're out of the station, you're free to investigate some of the city's locations, pull people up for driving offences and respond to radio alerts. Once you get good enough at that, you might even be promoted to going undercover and helping to rid the city of the notorious drug-dealer, Death Angel for the good of the force!

That's the idea anyway. In practise, the actual driving around is so awkward that if you survive long enough to get to the scene of more than one incident, you're so brilliant you should be given a life-long supply of lizard legs and promoted to Chief Of Police immediately. It takes just one tiny mistake with the mouse on the map for your car to career into the sidewalk and that's the end of the game. Oh yeah – and if you mess up one bit of police procedure (like not walking round your car first before you leave the car park), that's the end of your police career – dead realistic that. I ▶









know there's a save game option but it still seems like a pretty big cop out (geddit) to expect you to keep on saving every five seconds just in case you get thrown out of the game – again.

Survive long enough to actually get to any action and you're in for a big disappointment. The parser doesn't always understand the most obvious investigative questions (say about a number plate) and all you end up doing is performing a few routine actions. Maybe it gets more involved later on but I doubt you'll want to stay around that long.

Maybe if you like Sierra games and can ignore all the sudden death situations they bung in as a matter of course and don't mind some pretty basic graphics, you might get a fair bit of fun out of this. As for me, I can do without loads of really annoying death scenes, uninteresting gameplay and not-very-exciting interactive graphics – especially for 25 quid. Think I'll buy myself a policeman's hat and start looking important down Ludlow Bridge instead – it's cheaper and there's a lot more scope for violence. Huaaargh!

ATMOSPHERE	49%
PUZZLE FACTOR	51%
INTERACTION	59%
LASTABILITY	40%
OVERALL	48%

PERUSE THE CLUES

Short and sweet, but tender and juicy as a grilled lizard's liver – that's what a good tasty hint should be like and Mario Moeller's sent me loads of them. £30 software vouchers on offer to anyone else who offers cute little Chucky Vomity exactly the same. Nicey, huh?

FRANKENSTEIN PART 1: don't get the matches wet – hide them away and put a lid on it! Dig after climbing the rope! Plug a leak with hemp and bail from then on!

GUILD OF THIEVES: get on the bed and use the cue to press the buttons. Use the succulents on your feet to cross hot objects.

HOLLYWOOD HIJINX: skiing down the beach stairs will aid point-wise!

JACK THE RIPPER: put the bits of paper into your pocket. Locking the door slows down the police.

PILGRIM: mend your arm with a leg and twine. Hide when discovered. Feeling sick? Eat and take a nap.

POLICE QUEST: ask the bikers to move the bikes and just before they attack, use the nightstick.

CLEVER CONTACTS

More nice people with nice tips to help other really nice people playing some very nice games. Follow the Chuck Vomit code: be nice to them and they'll be nice to you. Bleuch!

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price ofMagik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island,Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest forthe Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS209RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

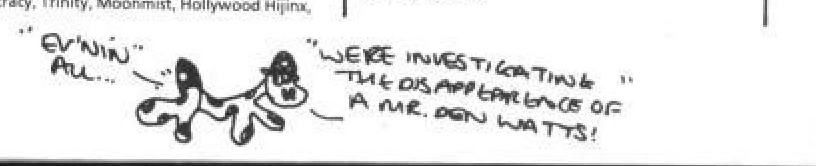
Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossal Adventure, Dungeon Adventure, Impossible Mission, Advenreland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol
Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorceror, Suspect, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morgue, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorceror of Claymorgue Castle, Golden Voyage, Alice In Wonderland, Cyborg, Blade of Blackpool, Death In the Caribbean, New Adventure, The Institute, Mask Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess.
Richard Verity, I Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.



A KICK IN THE WIZBALLS

Will the Flint psycho win through or will this be my first taste of victory for months?



Name: **Simon 'Paddington' Hadlington.**
Age: **16.**
Weight: **10 and half stone.**
Height: **6 feet.**
Favourite games: **Great Giana Sisters, Denaris, Wizball.**
Joystick used: **Comp Pro Extra**
Hobbies: **Playing with his joystick.**
Chosen game: **Wizball**
Highest score: **390,000**





▲ **Caught in the act of picking his nose, smug Simon Hadlington begins his first challenge**

ZZAP! CHALLENGE

This is the last time you mere humanoids will have the opportunity of stripping the skin off the current ZZAP! team. From next month it's all change at the Towers, with only the offensive Easington nutcase Paul Rand remaining. How fitting, then, that it should be the quivering Flint cool-dude who would undertake the final ZZAP! challenge in this era. Would my noble Challenger defeat him? Or would the rubbish person be victorious? Read on . . .

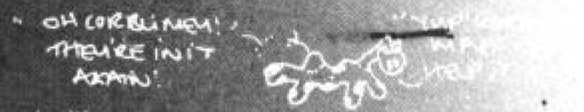
On a damp and drizzly Wednesday afternoon the challenger arrived with two 'friends' in tow – and just in time to be taken out to lunch. The scroungers! So off the disgusting ZZAP! troupe troop to the Bull Tavern to partake of the delights of their sandwich fair – no Lemon Jif butties though, worse luck!

After a while, someone notices that the Flint poser isn't around. 'Maybe he's having his Walkman surgically removed,' someone quips (I'll never understand Earth humour. I mean – where's the mutilation?). Eventually the leather garbed one appears at half past one mumbling some poor excuse about alcohol and antibiotics and proceeds to jabber on to Mark (ZZAP!'s designer) about a bunch of individuals known as Front 242 (and a right unsavoury bunch they sound).

At last the mob vacated the drinking establishment and went to start the challenge itself back at ZZAP! towers.

It was decided that the competition will be set over three fifteen minute games, the first player to win two games being decreed the winner; Maff elected to play first and took his seat in front of the monitor.

After a few minutes grumbling about the joystick he's using he gets down to an impressive start, quickly getting a Catalyte and completing his first colour. The challenger begins to fidget in his seat and looks anxious. Maff continues his game to score 12,500 after just four minutes. At this point Simon decides to 'just go to the toilet'. Could this be a bit of pre-match nerves for him? The fact that he doesn't return for almost ten minutes gives me that impression.





▲ **Can humanity get any cooler than this? Can it get any more stupid? Who knows what the future holds for this feeble humanoid . . .**

Whilst the questionable hero is still in the lav, Maff's game begins to take a turn for the worse, losing a life after five and a half minutes followed by his Catalyte getting severely damaged. Lost without his little pal, Maff loses another life and only manages to struggle up to the thirteen and a half minute mark before being destroyed with a score of 53,630.

Now it is the turn of the ever-so-smug challenger. After writing unkind things about Maff on the score table he starts his game. More at home with the Joystick than the puny reviewer, Simon looks a lot more confident. However his smugness doesn't look to have any foundation as he gets off to a useless start missing the necessary pick-ups twice. After a couple of minutes he gets into his stride and is soon racking up the points. Maff begins to pace the floor and look nervous so Paul decides to make his score safer by whacking the challenger over the head with a baseball bat – maybe that'll take the smug look off his face!

Unperturbed by these tactics, Simon carries on to complete a colour after just two minutes' play – Maff looks worried!

He goes on to complete further colours and easily keeps up with Maff's score, completing level one after thirteen minutes. He manages to finish with a score of 90,380 with three lives left!

After a quick rub down, Maff starts his second game, determined to do better. He does in fact manage to improve over his last score, but doesn't reach anywhere near the score of the challenger's first game – a fact which shows when he comes off the computer swearing and cursing.

Simon sits down for his second game and manages to start scoring rather rapidly. However at the end of his game he tries to cheat by playing after the buzzer has gone and conning me into thinking that the bonus should count. Outrageous!

For that kind of behaviour he should be thrown out of the window and his challenge forfeit, but for once in my existence, I decide to be lenient and call the game a draw. I even allow him to take awaa £40 software voucher. Oooh! You humans! Don't know you're born sometimes!

Well, the Flint chump has been levelled . . . almost, anyway – so it's just left to me to return to my relaxation pod and sip a nice Domestos cocktail. Ah!



▼ **The ZZAP! chumps wreak revenge on The Hadlington One by sticking his sizeable head where it belongs**

▼ **Feeling miffed by the ZZAP! team's first defeat in months, Paul Rand applies his subtle Easington wit to the Challenger's face**







720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)
1,100,250 Adrian Brooks, Lichfield, Staffs
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)
289,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
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RESULTS with Ken the Fish

While the rest of the team recover from the 50th birthday shindig, yours truly is busy blowing bubbles of pleasure for you lucky winners of our latest goldfish bowlful of weird competitions. Phweeeh — hic — glug! Why did the mob decide to plonk me into this bowl of champagne? Not much good for my memory, so I'd better start burbling before I forget who won what — hic!

I KNOW THE FUTURE OF THE GALAXY COMP

Well, of course I do, but as a fish who's spent more than his fair share of time with his big gob wide open, I have learnt that's it's safer to keep these things close to your gills. Press me as hard as you like, but that's all I'm prepared to reveal of the matter.

Oh yes – and the 5 fish-lovers lucky enough to be receiving a steering wheel joystick are:

Marc Holland, EASTBOURNE BN20 9EB; Robb Horsley, LONDON SE15 5NJ; Adam Keeling, DERBY DE3 7HB; Graham Bragg, GATESHEAD NE10 9BU; Simon Bentham, GOSPORT PO12 4PJ.

And 10 more happy haddock get a copy of the game. Let's hear it for:

R B Thistleton, WELSHPOOL SY21 7NL; Robert Heley, CRONFIELD MK43 0AX; Richard Heath, WIMBLEDON SW19 6EU; Julian Neale, SUTTON SM2 6EU; Steven Hearn, ESSEX SS7 1NP; James Brown, CUMBERNAULD G67 4JA; Stephen J Hamilton, CASTLEFORD W.Yorks; Brett Paterson, SHEFFIELD S2 5SB; Steven Martin, LONDON N13 5DT; Simon Fitzsimons, BANGOR BT20 5HX.

And there's still more. Yes, all you finless fleshy ones, a t-shirt is winging its way to the following group of guys and gals.

Tim Haynes, BRIDGNORTH WV15 5QA; Andrew Tildesley, STAFFORD ST17 9RA; Gareth Davies, WREXHAM LL14 2SP; Deborah J Farrar, NORTHWICH CW8 3BS; Paul Crocker, MIDDLESEX HA2 9NR; W Tillotson, BULFORD Wiltshire; Steve Cassidy, ESSEX SS16 4JT; Richard Walden, COVENTRY CV7 9GD; Howard Joseph, MAIDSTONE ME19 5PS; Stuart Farmer, FARNHAM GU10 1AB.

ROCKET RANGER ROACHES RUN RIOT!

You can't blame them, really. When they heard they might have the chance of winning one of a series of marvellous Mirrorsoft scale-warmers, they just couldn't help themshells. Unfortunately this was one of those completely discriminatory comps which fish weren't allowed to enter so none of them won anything at all. Lots of you did though. The following fleshy beings covered in pink membrane get one spanking new Rocket Ranger T-shirt each.

Alvin Askoolum, LONDON SW17 8HN; Richard Weedon, ASHTON-U-LYNE OL5 9DB; Daniel Besser, BLETCHLEY MK2 2NW; Simon Everingham; ESSEX SS6 9HD; Howard Williams, DERBY DE6 4DW; Richard Fromant, HARWICK CO12 4LE; Christopher Bird, ENFIELD EN1 1RJ; Robert Watson, PORT TALBOT SA12 8UY; Ben Wilson, DERBY DE3 6FG; Joel Long, STEVENAGE SG2 8QZ; Paul Graham, NEWBURY RG14 6BH; Peter Wognum, BILLERICAY CM11 2QA; David Exton, STAFFORD ST16 3SG; Julian Douglas, ALTRINGHAM WA14 5AU; Darren King, ETCHINGHAM TN19 7PJ; Chris Sharpe, UCKFIELD TN22 2BA; Neal Todd, WARMINSTER BA12 9QU; Neil Thayer, MELKSHAM SN12 7QP; Nizam Ahmed, MIDDLESEX HA6 1RE; Matthew Bond, LONDON N18 1PS; John Dyer, WARMINSTER BA12 9DE; Barry Markley, SURREY RH6 9RP; Steve Lee, GUILDFORD GU2 5UT; Simon Biddy, BURNLEY BB12 8UG; Andrew Edwards, LEEDS LS26 0EY.

By the way, the tie-breaking limerick that tickled my gills the most was from Darren King and went something like this:

There once was a ranger called Rocket
Whose finger got stuck in a socket
His hair went white
His pants caught alight
And his brains fell into his socket

I'M NOT SCARED OF GHOSTS, ME

I don't believe they exist actually. Though if I ever become a ghost, I'd like to swim up people's drainpipes and frighten them while they're in the bath. Wacky, eh?

But to return to the matter in fin. The landlubber clever enough to produce the most interesting drawing of a ghost was to spend a fun-filled fishy day with a pal at Brent Leisure playing all the arcade games to his heart's content. Needless to say, there was the usual batch of Kati Hamza imitations but we did say original and the pink one who managed to produce the best attempt at that was deemed to be:

Andy Moseby, CHESTERFIELD SA2 6JB.

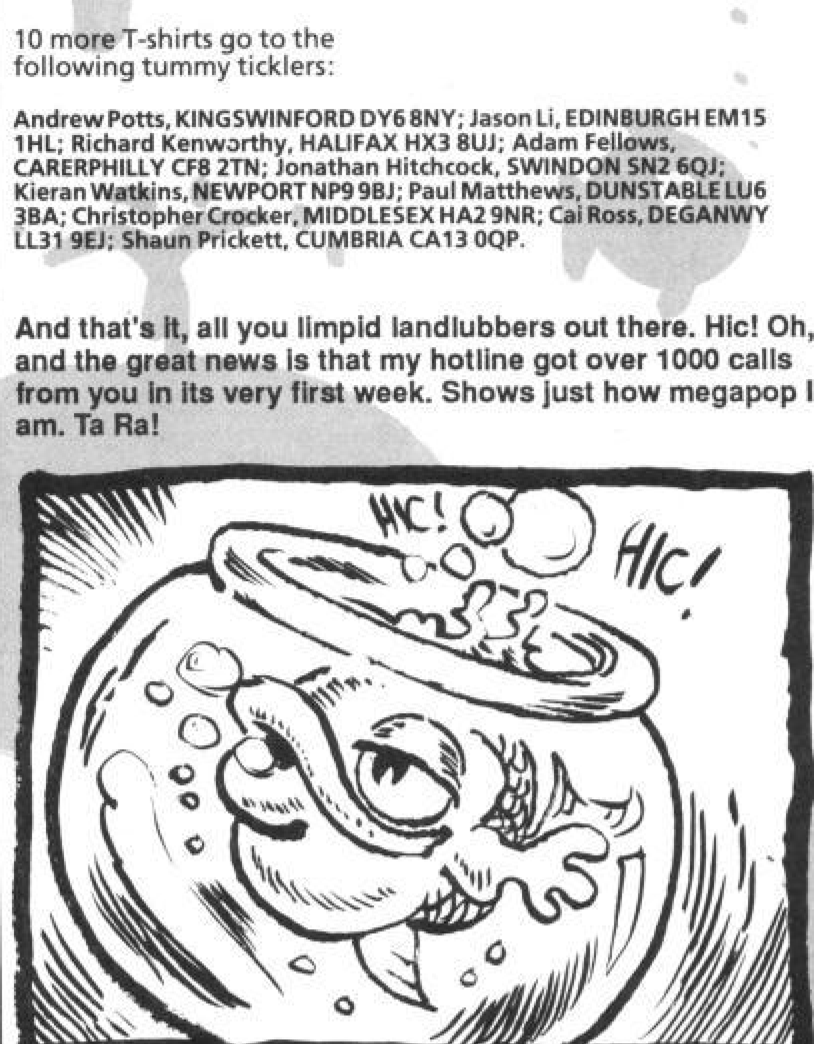
10 second prize winners should be receiving a *Real Ghostbusters* T-Shirt and Mug pretty soon. May the Great Guppy of Guildford speed their journey to your door . . .

Mat Newman, BURNLEY BB12 7JG; Gavin Dunbar, ABERDEEN AB1 6NX; Rob Pierce, SALISBURY SP4 8HN; Andrew Capper, SPALDING PE11 3AF; Russ Tudor, MANCHESTER M28 5EF; Spencer Morley, BASILDON SS14 3QA; Earl Pratt, DURHAM DH6 4DB; Shaun McEwan, KILMARNOCK KA3 1TZ; Andrew Mason, TYNE & WEAR DH4 6NU; Rachel Wright, OSWESTRY SY11 3BX.

10 more T-shirts go to the following tummy ticklers:

Andrew Potts, KINGSWINFORD DY6 8NY; Jason Li, EDINBURGH EM15 1HL; Richard Kenworthy, HALIFAX HX3 8UJ; Adam Fellows, CARERPHILLY CF8 2TN; Jonathan Hitchcock, SWINDON SN2 6QJ; Kieran Watkins, NEWPORT NP9 9BJ; Paul Matthews, DUNSTABLE LU6 3BA; Christopher Crocker, MIDDLESEX HA2 9NR; Cai Ross, DEGANWY LL31 9EJ; Shaun Prickett, CUMBRIA CA13 0QP.

And that's it, all you limpid landlubbers out there. Hic! Oh, and the great news is that my hotline got over 1000 calls from you in its very first week. Shows just how megapop I am. Ta Ra!





ZZUPE

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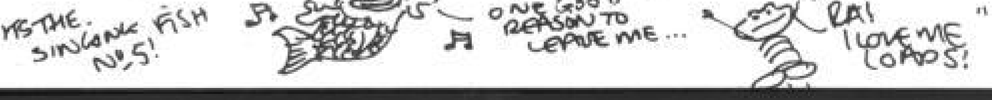
CBM64, two tape decks, Action Replay backup cartridge MKIV, tape head cleaning kit, over 200 games, Micro Soccer, 720', F.M.2, etc., joystick and 30 copies of ZZAP. Worth 1000, quick sale 200 ono. Phone 0475 707046.

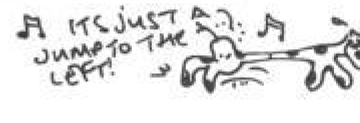
The Games machine

On page 96 of ZZAP! 48 (April) there was an advertisement for Issue 17 of THE GAMES MACHINE. Within the copy describing some of the issue's contents was a disparaging remark about the Gremlin Graphics epic space game Federation Of Free Traders (FOFT). This remark did not in fact reflect any of the comments made in the actual review of the Atari ST version of FOFT in Issue 17 of THE GAMES MACHINE. Although the rating given was low-to-medium, the review made it clear that it was the implementation of the ST version which was in doubt and not the game's concept, which was generally described as being excellent.

Further, the use of the word "NO" over the FOFT logo was misleading as it appeared to refer to the game itself, when in fact THE GAMES MACHINE intended the "NO" to refer to reviews of FOFT on the ST already published in other magazines.

We deeply regret any discomfort this advertisement for Issue 17 of THE GAMES MACHINE in ZZAP! may have caused Gremlin Graphics. Indeed, TGM reviewing staff are taking a keen interest in development of the Amiga FOFT which will incorporate programming alterations reflecting criticisms levelled at the original ST version's playability — alterations which could easily make FOFT as described in THE GAMES MACHINE's review "...the best game ever...", and which are now being made to update ST versions as well.





Commodore 64, 1541 disk drive and joystick. All boxed, cassettes + disks worth over 1000 new releases + magazines, excellent condition 325. Phone 0708 41706.

Commodore 64, datasette and over 1000 worth of original games, two joysticks plus mags. Games including Last Ninja I and II, Platoon and more. Quick sale 300. Phone Peter after 6.00pm Mon-Fri on 01-476-9727.

Olivetti spark jet printer (mono), perfect condition, hardly used. 8 character sets. Worth 370, want 170. Standard Centronics parallel port. With BBC/Electron lead, manual and cover. Ring (0406) 330605 and ask for Andrew (from 5-9pm).

CBM64, datasette, disk drive, loads of disks, Action Replay 3, Music Maker, magazines, plus 200 of software. Worth 500+, sell for 250. Tel: (0582)882974.

C64, C2N, Music Maker, joystick, reset switch, 200 + games inc. International Karate, Gauntlet 1-2, Bubble Bobble. Quick sale needed, all in vgc. 170 ono. Phone 0268 780327, ask for James. Computer only 3 years old.

For sale, Commodore 64 with data cassette, joystick and games. In excellent condition since hardly used. Barbarian at 100 ono. Phone Mark on 0932-786720 after 6pm.

CBM64 disk games for sale, 8 each, includes R-Type, WEC Le Mans, Daley's Olympic Challenge, Purple Hart, SDI or the lot for 32. Send letters to Earl Cox, 3 Ship St, Deptford, London SE8 4PW.

C64, disk drive, Freeze Machine and many games on disk. Also Nintendo and light phaser with four games. Also Commodore Vic 20. 350 the lot. Will consider separating. Quick sell necessary. Phone Uckfield 61394 (Sussex).

ZX Spectrum 2, very good condition, built in data-corder, over
160 of popular games including Target Renegade, Bubble Bobble etc. Complete with joystick. Worth over 300, sell the lot for 160. Telephone Barry on 01 724 3770.

C64, Oceanic disk drive, datasette, 3 joysticks, cartridge, hundreds of disk and cassette games inc Wizball, Operation Wolf, Bards Tale 2, loads of mags. Worth over 1000, bargain at 420. Contact Paul on (0744 814688).

Sega Master System, 6 months old, light phaser inc 4 games, 6 other games - Shinobi, Afterburner, Out-Run, Choplifter, Gangster T. Still boxed, 275. Will swop - Atari 520STFM. Phone Chris (0772) 717607 after 5pm.

CBM64, disk drive, tape deck, manuals, games, power pack, dust cover. Good condition, 150. Tel: 0905 621046. Simulation games, Microprose disk-Gunship, P.S.Fighter, others: Platoon, R.S.Rising, A. Warriors etc. Good condition 10 Disks, 5 cass.

C64 with data cassette, mouse & cheese and 500 worth of games, with one joystick. Will sell for only 170. Phone (0734) 666156 between 4pm and 8pm.

C64, datasette, 4 months old, 1541 MKII disk drive, dustcover, 5 joysticks, 300 of software inc: - SEUCK, Buggy Boy etc. Action Replay MK5 cartridge, many disks, box. 300 ono, worth 700+. Telephone (0704 78493), ask for Jez.

CBM64 with disk drive and tape deck. Many games on disk and tape plus blank disks and tapes. Some utilities, Freeze Frame and joystick. Must be a bargain at 200. Tel: 0734 760481 Berkshire.

FREE! Commodore 64 game disks absolutely FREE. Just buy 15 or more of my software and you will get one of a number of games. FREE tapes for over 10 purchases. Phone Andy 01-561 0719.

C64, datasette, Excelerator disk drive, Freeze machine and other utilities including sound sampler and Neos mouse. Also over 1250 worth of software including many latest titles. All this for just 375 ono. Phone (0268) 693732.

Commodore colour monitor 1701, Commodore 64, C2N data cassette, Quickshot joystick, all excellent condition, boxed. 200. Phone Stephen, Hagbourne, Oxfordshire. Tel: (0235) 850002.

Commodore 128 plus 1570 disk drive and MPS801. Also Expert cartridge, 200+ disks, books, magazines, tape deck, 80 column modulator, disk boxes etc... All for 295. Phone Tim on (0532) 786329.

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CBM64, datasette, 3 joysticks, Action Replay Mk V Professional and 1,300 worth of software. Altogether worth 1,500, will sell for 500 or best offer. Phone Wayne on 03224 42935 anytime.

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CBM64, C2N data-cassette, 2 joysticks, over 600 of original software, Zzaps from September '86. Quick sale 275. Phone Nick Billericay on (0277) 657430 after 6pm.



PEN PALS

Amiga contacts wanted worldwide, male or female, who cares? No lamers please! 100% reply. Please send stuff to:- The Snowman, 7 Bangor Rd, Conlig, N'ards, Co Down, N.Ireland BT23 3PX.

Avid Amiga contacts wanted. No rubbish, guaranteed reply (100%). Only the best stuff. Write to: Adam Bootle, Rohan Cottage, Back Lane, Aldborough, Boroughbridge, North Yorkshire YO5 9EX. Fast responses only. Send disk or letter.

Amiga + 64 contacts wanted, write to Rob, 1 Eric Street, South Elmsall, Pontefract, West Yorks. WF9 2QD. Disk or tape. Reply soon, also enclose disks/tapes with samples of software.

YOU! COME HERE! I'm a 24 year old student who's recently acquired a C64. Anyone who wants to can send hints, tips, list, (tape only) to: Chris, 158 Burges Road, East Ham, London E6 2BN.

Hey who can help me ? I just bought a C64 and I'm looking for software. Ronald Van Amersfoort, Offenbachstraat 102, 6961 CD Eerbeek, Holland.

Amiga Demo Writers or Group Members contacts wanted preferably abroad but, please, lamers will be eaten alive. Send latest demos etc. Write to me now at: T.D., Whins End, Whins Drive, Camberley, Surrey GU15 3EH, England.

C64 contacts wanted, to swap cassettes, hints, tips etc. Please enclose an SAE so that I can answer everybody. Write now to: Nev Hargreaves, 62 Bunkers Hill Close, Blackburn, Lancs. BB2 4RG Yours sincerely, NEV.

Amiga contacts wanted. All cool dudes will get an answer. Write to: Technique, Box 78, DK-8464 Gatten, Denmark.



MISCELLANEOUS

Quality disks (5 1/4") at bargain prices. 10 for 7.20 including postage (UK only). Cheque/postal order to:- Chris Burton, 30 Hall Drive, Middleton, Manchester M24 1NE or SAE for full details.Discounts for larger quantities!!

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Small booklet of games (6) and "how to work out pokes" including key-bleeper, course game, all for 1.50. Really worth it. Write now to M.Mcdonald, 24 Wedgefields, Hadnall, Shropshire. POST NOW.





FORGOTTEN WORLDS

64 Amiga

Capcom/US Gold, C64 £9.99 cass, £14.99 disk; Amiga £19.99

●Spectacularly slick arcade action just made to make your mouth water

There you are, recovered from all the havoc of *Side Arms*, sitting back on your laurels, mulling over all those marvellous things you've achieved in your life (toasting marshmallow in between your teeth, taking your underpants off without removing your trousers, listening to one whole Tarby joke) when a newsflash comes through your receivatron.

Bios, God of Destruction lives again. 6 worlds have already been destroyed. Volunteers are being called from all over the galaxy in an attempt to halt universal destruction but spokesmen for the Intergalactic Council stress their chances are very small.

Yeah, well, those laurels always were a bit uncomfortable. Time to go out, save the universe and earn enough dosh to buy one of those really comfy, floppy armchairs you've always wanted to get hold of in time for your old age.

Believe it or not, there was one other bloke stupid enough to respond to the summons as well.

▼ And I'm not going to disagree with that (64)







Cor blimey, just take a look at these amazing graphics! If you aren't been bowled over by the melt in the mouth parallax, the fantastically atmospheric backgrounds or the stupendously brilliant monster graphics, you probably forgot to take your hard-man shades off before you sauntered into the room. Well, take them off right now, because if you're going to play a game as fiendishly fast and furious as this, you'll need to keep 'em peeled, mate. If you don't want to miss out on one of *the* arcade conversions of the year – rush out and get this the minute it comes out!

▼ Watch out for those nasty, snake-like grabbers, Brian (Amiga)



You've got a lot in common (not much brainpower) so you instantly become best mates and blood brothers, before setting off on to the six forgotten planets with nothing but destruction on your brain.

Luckily, you've got one of them great big gadgi bazooka guns to fire the stuffing out of everyone and anything that comes your way – unless they get you first. Every now and again a shop comes floating down from the sky and gives you the chance to buy anything from napalm bombs, to extra armour and multiple fire which sends corpses bouncing all over the shop.

Not only that, you can also get interactive intelligent aliens who give clues on how to defeat the enemy. And don't start going on about how you wouldn't really find a shop in the middle of nowhere in one of six forgotten worlds. Just remember – that's the wonder of Woolworths (corny, eh?).

Feeling a bit queasy, are we? Well, if you want to make it back into that dead comfy retirement chair, all you have to do is make it through six levels, pick up all the hidden bonuses on the way, defeat the biggest, meanest, most frighteningly animated monsters at the end of each of them and remember not to wear your red underpants.

I mean, just think how embarrassing it would be – the hero of the century going to the podium to receive mounds of prizes and cash, his eyebrows singed, trousers scorched, stained, and ripped to shreds . . . with red y-fronts



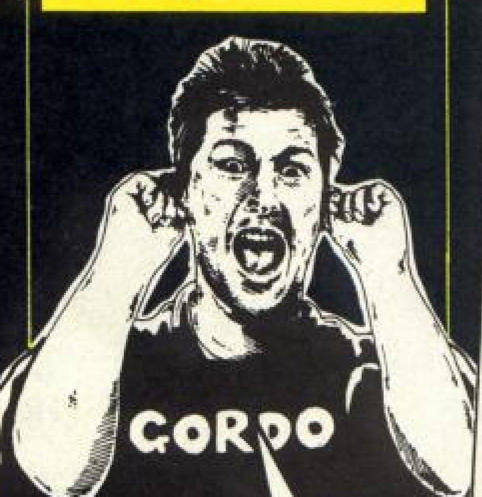
▲ Mr Dragon, meet Mr Cool Dude (64)



▲ Yeah! Blast them nasties! (Amiga)

THAT THERE COIN-OP

This mean mother is one of those machines product managers just can't stop talking about – it's just so amazingly BIG! So get ready to be blinded by science 'cos it's got three (yup *three*) 68000 chips, three high speed crystals, 16 256K RAM chips, an 8039 for special effects and a Z80 for sound. And if that sounds like a Chinese Dictionary backwards to you, just think about it as enough memory to digitise and play back a 25-30 minute film. Cor!



Those Capcom people really have produced an absolutely brilliant arcade machine. But that's not surprising when you think about all the memory they've got at their disposal. What amazes me is is that Arc have managed to reproduce so much of the atmospheric, graphical effects on both the 64 and the Amiga. I'm a bit disappointed that they didn't manage to fit in all eight levels but even with six you've got more than enough blasting, shooting action to keep the most impatient joystick junkies pumping iron. Sick of shoving ten pees into dodgy machines? Well, get this, and it'll make your day.





Ever felt drained, tired, lethargic? Wondered what could bring the light back into your dull and dingy life? Well folks, never fear, 'cos *Forgotten Worlds* is here! You don't just get marvellous graphics (brilliantly defined on both versions) with incredibly large and detailed monsters, you get oodles of fast-moving, blast and fire action as well. The shop options adds loads of variety but what I like best about this is that you can play it simultaneously with a mate – *and* you don't have to mess about with the sort of awkward controls which made *Side Arms*. Basically, it's absolutely brill all round, so sell your Rupert bendy toy and get it.

THEM THERE PROGRAMMERS

The guys who bring you *Forgotten Worlds* in glorious technicolour, are in fact a team of six programmers called ARC DEVELOPMENTS who used to work on games for Elite but have now formed their own independent company. For Forgotten Worlds, most of the development took place on PCs by means of the PDS system and was then sent to individual machines for testing. All the graphics were initially created on an Amiga using *Deluxe Paint II*. So now you know.

▼ The shop, where you can buy big guns from sexual stereotypes (Amiga)



showing underneath. Severely uncool, that.

Right! You've got the right brief (ho, ho) – now hop off the bus, Gus, and off you go.

▼ Whizz whizz whizz – things are getting hot around here (64)



SIZZLER

64

PRESENTATION 80%
Simultaneous two-player game, attractive front-end and slick in-game presentation.

GRAPHICS 95%
Excellently defined, breathtaking backgrounds and well-animated enemy sprites.

SOUND 79%
Suitably macho loading music with atmospheric in-game effects.

HOOKABILITY 97%
It looks good, it's easy to control and you've just got to get to the next bit.

LASTABILITY 69%
Great while it lasts but like all shoot 'em ups it won't last for ever.

OVERALL 93%
One of the classiest arcade conversions around.

amiga

PRESENTATION 83%
Slick opening sequences, nifty in-game presentation and simultaneous two-player game.

GRAPHICS 98%
Near-perfect versions of the coin-op's graphics with brilliant use of animation and colour.

SOUND 84%
Appropriately macho music and echoing sound effects.

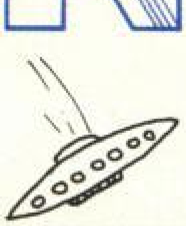
HOOKABILITY 97%
If you liked the arcade game, you'll luuurve this.

LASTABILITY 69%
It's tough but six levels obviously have slightly limited appeal.

OVERALL 97%
One of those shoot 'em ups you'd be stark staring mad to miss.

TITAN

Titus, C64 £9.99 cassette, £14.99 disk



Here we all are, sitting around waiting for the world's best scientists to come up with a simple cure for the common cold and what do they do? Waste their time conjuring up new forms of entertainment!

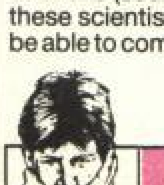
The invention in question is code-named *Titan*. The object is simple: you control a metal ball, which you must smash off a series of bricks (sound familiar? And these scientists are supposed to be able to come up with new ideas) across 80 levels. Sounds easy enough, doesn't it?

And it would be, if it wasn't for the devious little traps on later levels which include teleporters (shoving you from one side of the playing area to the other), contact blocks (seemingly empty spaces which build into an impassable wall when you pass them) and death icons (which basically annihilate you on contact) among other unmentionably nasty things.

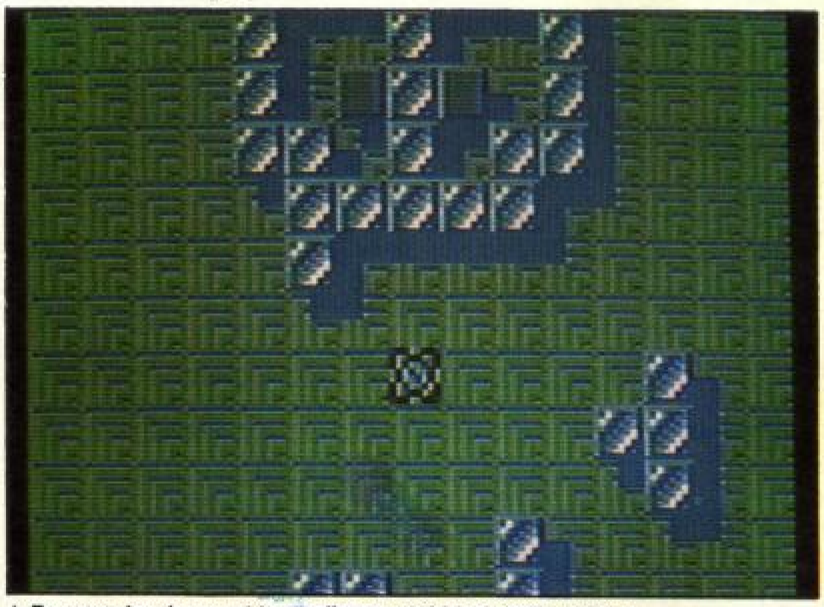
Get through to the end and you win the game. Lose all of your nine lives and you don't.

Those scientist blokes are resourceful chappies, aren't they?

Aren't they? Oh well, perhaps not.



After the interesting Galactic Conqueror, I was expecting great things from Titus. So imagine my disappointment when I sat down to what amounts to a souped up Breakout clone. While the scrolling screen is an original concept for a product of this type, it hasn't been implemented at all well and the jerky movement distorts the screen badly. After a bit, the whole thing just gets tediously repetitive. Maybe this would have done a tad better as a budget title but a tenner's just too much. On the whole, a big letdown after Titus' previous offering.



▲ For people who want to go dizzy watching scrolling: *Titan*



Why the interest in 'classic' games recently? I don't mind, when they're as good as Blasteroids, but this is nothing more than a basic Breakout variant with badly scrolling backdrops. The sprites are barely average but if you want to avoid getting a really bad headache, don't look at the garish background for too long. I didn't exactly go a bundle on the uninspiring sound effects, either. This type of game was fine for its time, but after so many different attempts, Titan offers nothing in the way of a pleasant change.



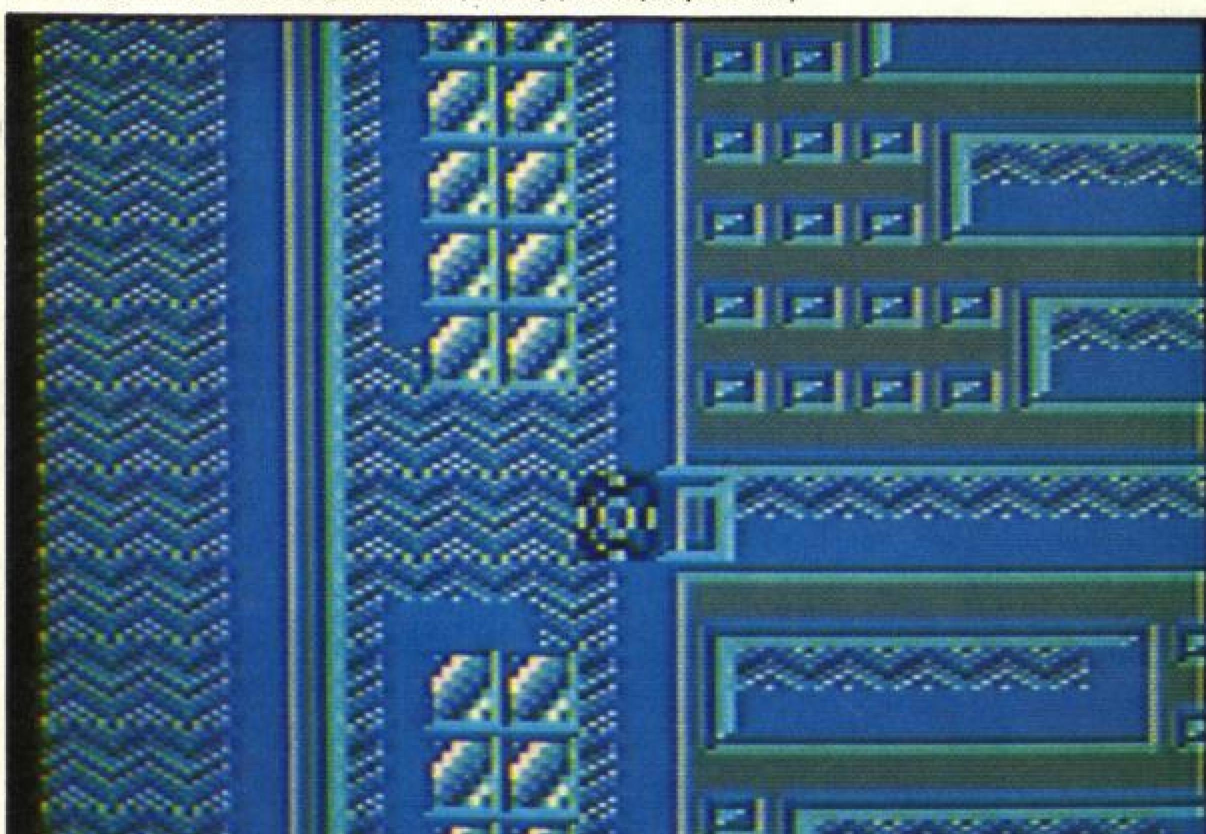
It's happening again! Aaargh! Not another spate of Breakout clones, I don't think I could stand it! OK, so this one is different 'cos it's got 8-way scrolling, but even that's no reason to resurrect an already pensionable genre unless it's done really well. And it's not – the scrolling's jerky and glitchy. The sprites are passable, although basic but the gaudy backdrops are terribly off-putting with some really eye-straining colours and designs, which detract from the on-screen action. Basically, a pretty average reworking of an old-fashioned game-style which should have been left to die in peace.

amiga

We've seen the Amiga version and apart from a slightly higher standard of graphics and sound effects, it's not all that much different from the 64 version. It retails at a massive £24.99

update

▼ Yummy yummy yummy I've got love in my tummy (70s crap captions Inc)



PRESENTATION 38%
Mildly interesting title screen. Gaudy display and awkward control system.

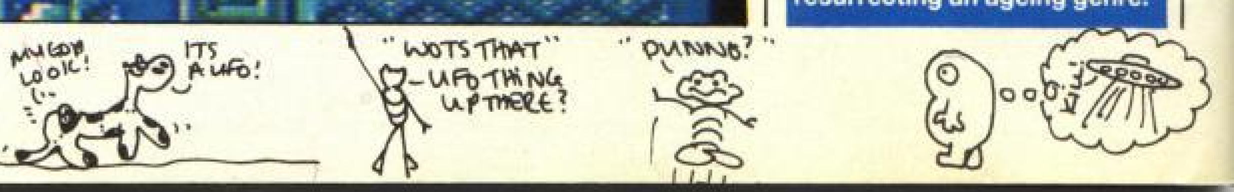
GRAPHICS 32%
Very basic sprites and animation, with very gaudy backgrounds.

SOUND 27%
Basic effects, and no tunes.

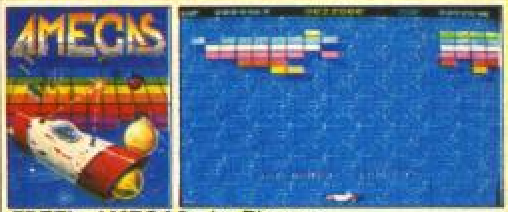
HOOKABILITY 43%
Not the most interesting of products from the outset.

LASTABILITY 35%
Not enough gameplay to hold your attention for any period of time.

OVERALL 39%
A pretty average attempt at resurrecting an ageing genre.



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If so, which one do you own? ....

SIZZLER

KICK OFF



▲ Yeah! At last a fantastic footy game for the Amiga!

Anco, Amiga £19.95

●Drafty shorts, legs with warts and a team that everyone supports.

What do mucky shorts, oranges and ninety minutes all have in common? And no, they're not the implements and duration of one of Maff's more auspicious traits – it's that time-honoured English tradition, a good, hard game of football.

Just the right time of the year for it as well. Nice and hot(ish), everybody feeling fit and mean, wanting to show off in front of the crowd. And what better way than to jump into a footy strip and get on down to the park for a bit of a knockabout.

Of course, that's all well and good if you haven't got one foot in the grave, but if you're a bit dodgy in the health department, or simply can't be chewed to get out of that comfy armchair on a weekend, there is an answer! Computer footer!!

And as if enough companies haven't jumped on the soccer bandwagon (or team-bus) of late, Anco feel obliged to chuck their footy boots into the running with the release of *Kick Off*.

Presented in the now familiar birds-eye view format, eleven-a-side soccer action comes alive on your Amiga. Dribble that ball, head that ball, kick that ball, kick that man – you can do the lot. Teams can be selected from a selection of categories, ranging from schoolboy to International, the level of speed and control becoming higher the tougher the team. Play time varies from five to fourty-five minutes per half, depending on the player's tastes.

One or two players can participate, a flick of a coin deciding who gets the kick off. To help keep a track of where your players are situated at any time during the game, a plan view of the pitch is shown in the top left hand corner of the screen, the size of which can be changed at the press of a key.

So why go outside and get kicked all over when you can put some shorts on, flick some water on your face and nestle down to a game of *Kick Off*?



Until Kick Off**, we hadn't seen a really ace soccer sim on the Amiga, but Anco have delivered the goods admirably. It lacks aural and visual frills, with titchy characters and average sound effects, but snazz is unimportant when the game is as good as this. Honestly, we sat all afternoon playing this solidly, and never got bored once. I think the best part of the game is the unusual control method which Anco have adopted. Instead of sticking to your foot whichever way you turn (as in previous soccer games), you must make sure that you're behind the ball – an idea which has proved successful in lifting** Kick Off **from the Sunday League to the top of the First Division (Corny Footy Phrases Inc.)**

Last time I went out for a game of football I had to sit down behind the goal and have a tab, and I was the goalkeeper! Needless to say, I'm not the fittest of individuals, but I do like a good footy game on the computer. And Kick Off **is a good footy game, believe me. The programmers haven't gone ape over the presentation, but they more than make up for that as far as the gameplay is concerned. The pitch is nothing special (then again, what pitch is?) but it scrolls smoothly, and the players are a tad on the small side but run, kick and foul realistically. Sound is restricted to crowd noises and the referee's whistle, but as I said the game is good enough to get past all this. The action is fast and furious and glues you to the seat, with a really high level of addiction.** Kick Off **is probably the best soccer game on the Amiga at the moment, and it should clean up while everyone is waiting for** Microprose Soccer **to emerge.**

▼ Looks like a good chance for a goal, dunnit Brian?



PRESENTATION 71%
Generally well above average, with adequate options screens and an unusual but very effective control method. Loads of skill levels.

GRAPHICS 78%
Uninspring pitch scrolls well enough, and the small but perfectly formed players rush around with much gusto.

SOUND 65%
The sampled effects are limited, but create a suitable atmosphere.

HOOKABILITY 80%
The control system takes some getting used to, and there's a distinct lack of pazazz.

LASTABILITY 92%
So realistic, so fun, and soooo addictive.

OVERALL 96%
Boots all other Amiga football sims over the crossbar. *Microsoccer* watch out!!!



HILLSFAR

US Gold/SSI, C64 £19.99 disk

In days of old when knights were bold, and intros were corny and overused, there existed a city known as Hillsfar, deep in the magical Forgotten Realms. Hillsfar was just like any ordinary city in a magical kingdom, really. Lots of adventure, pubs, everyone had loads of money for other people to pinch. You know the sort of thing.

And you wanted some of that hero stuff, didn't you? Yes, you did. But you didn't seriously believe it was to be as easy as knocking on a few doors, pilfering the belongings of the innocent townsfolk, and getting plastered with the loot at the local ale emporium, did you? Even if you did, you were wrong, so ha hah to you, luvvy. Because being a macho hardperson with oodles of street-cred is a bit harder than that, believe it or not.

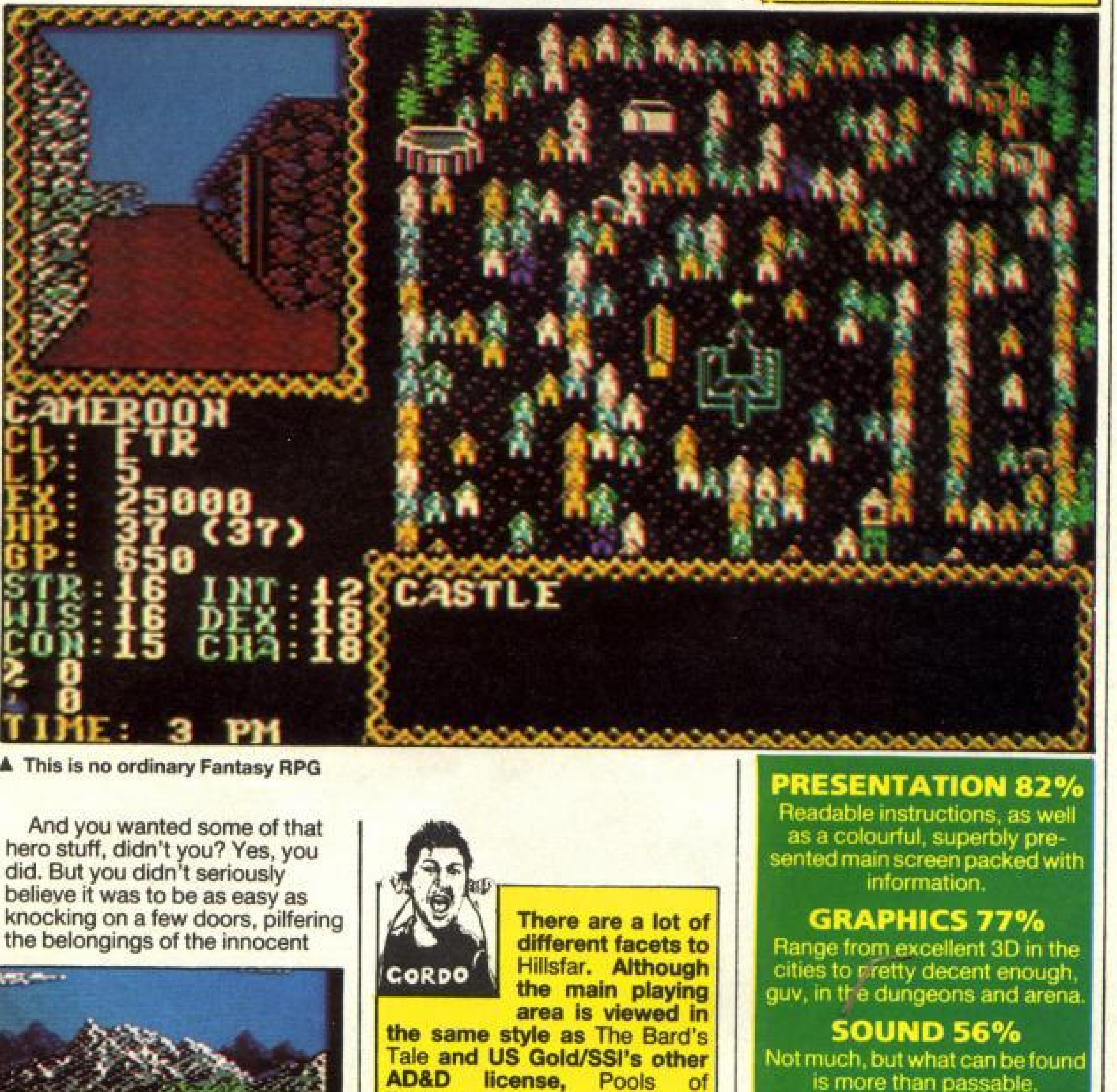
Hillsfar, the game, hoists you into the persona of just such an individual, in just such a place, in just such a period of time, like it or lump it. You do have a choice of personalities and occupations, be it an awfully lawful clergyman or a nasty, conniving pocket-rifler (that's a thief, to those not in the know, you know), but the basic task is the same, if you can call staying alive, keeping generally out of bother and becoming fabulously rich and loved by the whole of the known cosmos basic



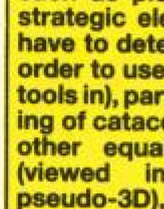
I thought that Pool of Radiance **was ace and super and stuff like that, so it probably comes as no surprise that I've got the same affectionate feelings for** Hillsfar. **Generally, more of the same, apart from a few differences, the most notable of which being the lock-picking sequence (which is a tad difficult at the beginning, but gets clearer the more you try it), and the way in which you can actually choose to fight in the arena, as opposed to being hurled into it under duress. Mind you, why any sensible fantasy character would want to deliberately risk a bad beating is beyond me.**



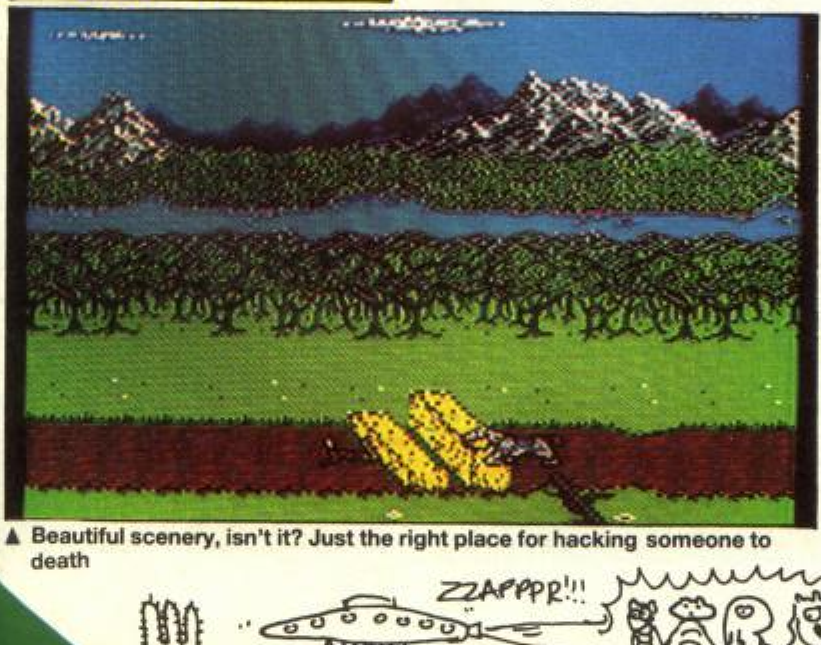
Now this is the sort of adventure game I enjoy – one where there is absolutely no typing involved whatsoever. While the likes of the Bard's Tale **series is very good, gameplay is channelled down one path, being just a walk around a three dimensional city or dungeon, and hit monsters affair.** Hillsfar, **on the other hand, expands on this idea, and while still incorporating the same 3D graphical style of** BT, **has lots of other fascinating little sidelines which keep you interested – the arena contests, the horse jumping sequence, and the** Gauntlet**–like dungeoneering. Everything is backed up by impressive graphics and sound (even though effects are on the limited side). I liked it. It's a bit pricey, though, but then again it isn't going to interest a particularly wide range of gamers.**



▲ This is no ordinary Fantasy RPG



There are a lot of different facets to Hillsfar. **Although the main playing area is viewed in the same style as** The Bard's Tale **and US Gold/SSI's other AD&D license,** Pools of Radiance, **you can also do other wow amazing things such as pick locks (a rather strategic element, where you have to determine the correct order to use your lock picking tools in), partake in the searching of catacombs, sewers and other equally odious areas (viewed in** Gauntlet**-esque pseudo-3D), take on the toughest in the Arena of Death if your purse is a bit empty, or have a nice peaceful canter on your loyal horsie, out in the fields.**



▲ Beautiful scenery, isn't it? Just the right place for hacking someone to death

PRESENTATION 82%
Readable instructions, as well as a colourful, superbly presented main screen packed with information.

GRAPHICS 77%
Range from excellent 3D in the cities to pretty decent enough, guv, in the dungeons and arena.

SOUND 56%
Not much, but what can be found is more than passable.

HOOKABILITY 75%
A bit of a faff on creating your own character, but plain sailing from then on.

LASTABILITY 83%
Wide scope for long stints at the keyboard, with a multitude of quests and other things like that.

OVERALL 80%

More turkey escalopes Morris?



DANGER FREAK



US Gold/Rainbow Arts, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

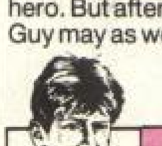
The stuntman is a hardy fellow, and in *Danger Freak*, you can find out first hand what happens when the soppy actors step aside and the going really starts to get tough.

How about a bit of climbing on motorbikes, jumping over ramps, ducking roadblocks and avoiding hazards such as blazing barrels, holes in the road and vicious baseball bat-wielding extras?

Next try and stand on the back of a speeding sports car and attempt to grab hold of a rope ladder attached to a waiting helicopter (but make sure you don't leave it too late or you'll go smashing headfirst into a wall!), then pull your water wings on and get into the sea for a mad dash on a jet-skis, taking care not to go careering into logs, buoys, sharks and landmines!

You begin the game with three lives, and eight 'takes' per life. Hitting an obstacle means the scene must be cut, using up a take, and losing all eight forfeits a life.

I thought Colt Seavers was a hero. But after that little lot, the Fall Guy may as well go into retirement!



Smashing, I thought, an action packed stuntman sim, full of different obstacles, to really test your skill and courage. Playing, however, made me feel like smashing my head against the wall. And the trouble is that the game (well the 64 version at least) could have been something special if not for one problem: it's just too difficult. The 8-bit version stands head and shoulders above the Amiga in terms of presentation but in both the obstacles are way too close to one another. Graphically, the 64 wins hands down, with neat sprites and scrolling backdrops, while the Amiga has to make do with basic character definition and animation, with average parallax scrolling scenery. This'll take a long time to master and in the long run it's probably not worth it. Try it out first.

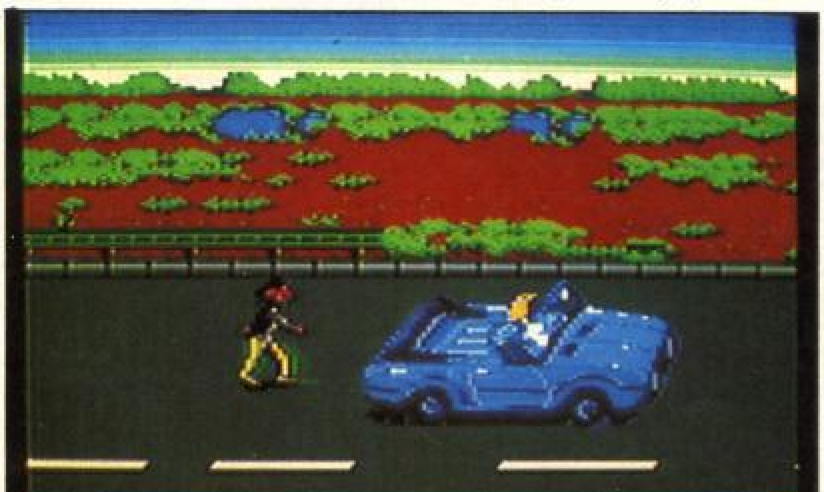
▼ **Yeah! A race to the death! Just the thing for a Saturday afternoon!** (Amiga)





I thought stuntwork was supposed to be an exciting job, full of danger – and isn't it meant to be demanding to an almost unbelievable degree? If it's anything like it's portrayed in Danger Freak, **I think I'll join them – I just fancy a bit of a kip. The only exciting thing about this game is waiting for the next level to load, to find out if it gets any better. Saying that, though, the levels are very difficult, with new obstacles appearing almost directly after negotiating the previous one. As an example (and this applies only to the Amiga version, by the way) in 80% of the cases, if you jump over a ramp, you'll land right on top of an explosion, losing one of your eight takes. Not very forgiving, to say the least. The C64 game is streets ahead of its 16-bit counterpart in the graphics and sound departments, sporting some really effective characters and obstacles. Playability wise, though,** Danger Freak **should go back to the storyboard.**

▼ **Pass me some more turkey escalopes, Morris (Misquotes Inc)** (64)



amiga

PRESENTATION 54%
Average title screen, with pleasant rainbow effect.

GRAPHICS 47%
Poor, by Amiga standards. Basic sprites which aren't animated at all well, although there is some effective parallax scrolling on the background, though.

SOUND 48%
Again, not the best to be heard from the 16-bit. Sparse effects and an annoying title tune.

HOOKABILITY 41%
The game's bland appearance does nothing to inject atmosphere into the frustrating gameplay.

LASTABILITY 38%
Progress is annoyingly slow, seriously diminishing any lasting interest.

OVERALL 39%

A poor attempt at a potentially interesting subject, *Danger Freak* misses the mark completely.

64

PRESENTATION 68%
1 to 4 players. Usual Rainbow Arts attract mode and a colourful loading screen.

GRAPHIC81%
Great sprites and backdrops, with masses of colour, and effective animation on the characters.

SOUND 62%
Fitting sound effects, but an annoying title track.

HOOKABILITY 45%
The game looks and sounds good, but it's too difficult from the outset.

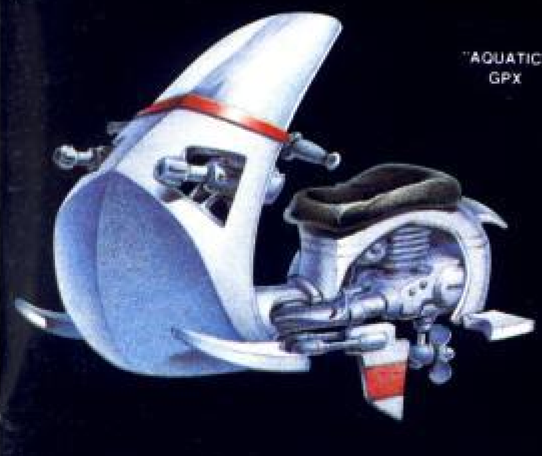
LASTABILITY 47%
Progress is slow, putting a dampener on any initial interest.

OVERALL 48%

Pleasing to the eye and ear, but a killer on the patience, so ultimately it fails to impress.



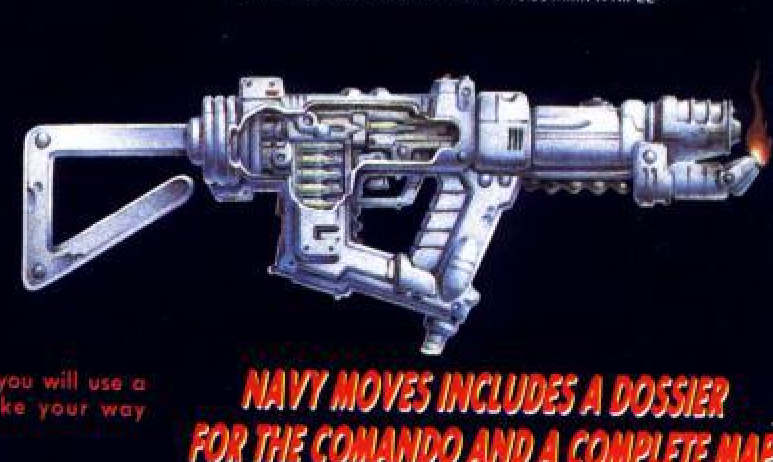
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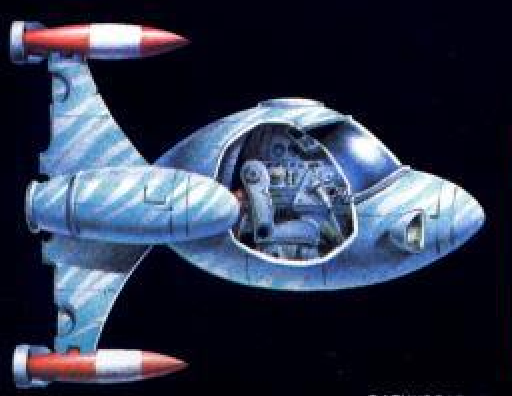
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